Margreve

PLAYER'S GUIDE

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Tales of the Old Margreve

PLAYER'S GUIDE

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How to Rein Your Griffon

by Lou Anders

"You're a motley bunch of fools, aren't you?" said the dwarf.

Sir Opinicus Stonecloud stared at the group before him with rock hard eyes. Just one dwarf among the lot, and the only human was half-dead. Three beastfolk and a gearforged rounded out band. A motley bunch indeed. Such was to be expected in the Crossroads. As long as their coin was good.

"At least you're punctual."

The group's dwarf held out a hand. Opinicus refrained from offering his own right hand and instead offered his ungloved left. This made for a bit of awkwardness, as the other's left was clasping a golden mug with the baerra of Ninkash. A cleric of The Mother of Beers then. Opinicus liked Ninkash well enough.

"We're here to learn about griffons," croaked the ravenfolk impatiently.

Opinicus raised a warning finger to his lips.

"Shhhh," cautioned the knight. "Let's find a table off to the side where we can talk away from prying ears."

"Isn't it prying eyes?" the gearforged asked.

"What?"

"Eyes pry. Ears eavesdrop."

"Eyes, ears," muttered the knight. "Whatever folk pry with, I'd rather not make it easy for them."

He lead the way to a table in a corner. Out of long habit, Opinicus selected the chair that placed his own back to the wall and afforded him with a good view of the room. Or it would, if the minotaur and the bearfolk hadn't taken the chairs across from him. He felt hidden behind a curtain of fur. And not too clean by the smell of it.

Oh well. The King's Head wasn't a spit-and-sawdust, but it was as close as one came in the Citadel District. A gathering place for the common soldiery, it wasn't unusual for a member of the Order of the Griffon Knights to be spotted here, but it wasn't his regular stomping grounds either. They could talk uninterrupted without drawing too much attention.

"Will you get in trouble for speaking to us, then?" asked the cleric.

"What Sir Malkus doesn't know won't hurt him," the knight replied. "He suspects a bit of this sort of thing goes on, but we don't like to rub his proud nose in it." Opinicus paused. He didn't want to devalue his information. Better the client thinks they're getting top value secrets. "Of course, I might find myself sent to Obertal, or worse. I've no desire to be leant out as a scout for the Magdar, flying forays into dragon territory. Best we're about this quickly. You've the coin then?"

The bearfolk set a small purse on the table. It clinked pleasantly. Aware that the ravenfolk was looking at the purse rather longingly, Opinicus glanced inside only briefly before pocketing it away.

"Very well," he said. "I'll just be needing a pint to whet my whistle and we can begin."

The dhamphir sighed, but the cleric went to fetch him a drink. Actually, a round of drinks. Opinicus liked clerics of Ninkash for that.

"I assume your interest in griffons is for mounts, yes? Not to breed them for sale in the Cartways Black Market?"

"That is illegal!" said the gearforged. He, if it was a he, sounded genuinely shocked. Opinicus wondered how the gearforged got on with the raven, who appeared more comfortable with potentially-illicit dealings.

"Yes, quite," agreed the knight. "Just as it's illegal for anyone other than a Griffon Knight to have a griffon inside city limits."

"We plan to roost them outside the city," said the bearfolk. "Perhaps at the edge of the Margreve."

"Good man," said Opinicus. "Er, bear. Right, so first you'll be wanting to know how to find griffons. Leaving out illegal markets and those who rear griffons in the caverns of the Undercity, you could always buy the Order's surplus eggs at next year's Midsummer Fair. Still, there's six of you and most eggs hatch in the spring, so I don't know if you'd be able to find so many. And," he leaned forward and lowered his voice, "between you and me, the spring eggs are best, and you won't find those being sold at the Midsummer Fair."

"Why not?" asked the minotaur. Opinicus paused, baffled by her question. The raven rolled his eyes, and the cleric gave the minotaur a soft smile that promised all would be explained in due time.

"You'll need to source your own eggs or acquire newly-hatched young. The Iron Crags are full of griffons, but their roosts aren't easily accessible unless you can fly. And if you could do that, you wouldn't need the griffons, would you?" Opinicus laughed at his joke until he realized no one else was. Then he coughed and took a drink before continuing. "Of course, you could seek out a legitimate griffon seller elsewhere—a trained mount will run you about twelve-hundred gold give or take—but again there's six of you, so you're not likely to find a seller with so many."

"So it's better to capture wild griffons?" asked the dhampir.

"Precisely," replied the knight. "Leaving aside the roosts in the Iron Crags for the reasons I mentioned, my advice is that you seek out one of the abandoned Griffon Towers along the Great Northern Road."

"The Griffon Towers?" said the minotaur.

"Well, yes," said Opinicus. "They used to guard the road. When House Stross fell, the Free City moved her knights to the Citadel. It may be a free city but maintaining those outposts isn't! Nearly a half century ago, the city council, in its wisdom such as it is, sold them off as coaching inns for quick coin. Some of those still operate. It's a hard trade—they change hands frequently. Others are abandoned. There's eight along the road itself and another four built to guard hunting lodges, mines, and magical wellsprings. Griffons may roost in any of them, but it's the abandoned ones you'll be wanting. Of course, those present their own dangers."

"What sort of dangers?" asked the gearforged.

Opinicus stared at his (her?) hand a moment. It was nice. Wrought in silver. All five fingers intact. He wiggled the thumb and forefinger of his own gloved hand, lost for a moment in retrospection.

"The dangers?" prompted the gearforged.

"Oh, well, bandits for one," said Opinicus, tapping on his gloved index finger. "Monsters for another," he said, counting off his middle finger. "Oh, and nasty fey things for a thir—for another still." He tapped his middle finger again rather than moving on to his ring finger. The dhampir raised an eyebrow at this but said nothing.

"Lots of fell things move into the towers from time to time. The staircases are mostly rotted away, so as long as the intruders stick to the lower levels, the griffons don't mind. They might even approve as it's a bit of a barrier against anyone coming for their young. So be prepared to fight your way through the lower levels of the towers, then climb to the tops. Where you might have to fight a mother griffon, and that's no easy feat. Your best course of action is not to see any. Action, that is. Try to time your theft to when she's off hunting."

"Could we lure her away?" asked the dhampir.

"Ha, yes, you're a live one," said the dwarf, then coughed to cover his embarrassment. "But yes, that's exactly what you should do. Lure the mother away. A goat, a sheep. You might even stake out a horse to try to draw her out of the nest. Of course, speaking of horses, you shouldn't ride to the tower in the first place. Certainly not in the spring. If you ride in, you're sure to be walking out. If you walk out at all. Possibly missing some of your limbs."

The gearforged shrugged. Perhaps loss of limbs wasn't so intimidating when they could be replaced. The knight felt a tinge of jealousy.

"I've heard there are black griffons in the forest," the minotaur asked. "Black and silver like the moon at night."

"Oh, there are black ones, all right," said Opinicus. "But you'll want to stay away from those. Wild, they are. Can't be tamed. Believe me, the Griffon Knights have tried. We thought they might be related to the ones that Thelamandrine, the shadow fey ambassador, gifted the Order. And they probably are. But the ones in the forest are feral. They will eat any horse they see, strip it down to the bone along with anything that stands in their way. No, if you want a feymount Griffon, you join the Order of the Griffon Knights. Otherwise, you listen to Opinicus and stick to the regular variety."

The minotaur nodded her head.

"How many eggs do they lay?" asked the cleric.

"Two to four per clutch, so you lot will need to rob at least two clutches. Takes them seventy days on average to hatch. As I've said, the bulk of the eggs are conceived in the winter and hatch in the spring, but some latecomers to mating result in a few eggs that hatch in summer.

"And when they hatch?" asked the ravenfolk. "What about the chicks?"

"Cubs," corrected the gearforged.

"Chicks, cubs," said Opinicus. "Which are they? Never found a good answer to that. We call them hatchlings. Now you want to watch yourself there. A hatchling will imprint on the first creature it sees. You may not realize it, but you don't want your future mount thinking you're its mother. Makes for an odd relationship later on, let me tell you." The knight chuckled at a private recollection. "You might hire a stand in. Or, in a pinch, we've used costumes and puppets. Of course, it will figure out the deception eventually, but you don't want to go messing this up at the start."

"Are they large, the cubs—the hatchlings?" asked the bearfolk.

"Not so much. At birth, about the size of housecats. They'll sleep for most of the first few days. About every five hours or so they'll wake up cawing and squalling, looking for food. And they can get quite loud when they're hungry. You'll need to feed then meat—horseflesh is best but goat or mutton will do in a pinch. Eggs too, hen's of course. And milk." He gave the minotaur a look. "Actual cow's milk. No substitutes."

"How fast do they upgrade, um, grow?" asked the gearforged.

"It'll be ten to twelve weeks before they can fly, if that's what you're asking."

"And we can fly them then?" asked the bearfolk.

"No, of course not," said Opinicus. "Not unless you want to break their backs as you drop out of the sky. You have to wait. Our black-and-silver speckled griffons can be ridden starting at eighteen months of age, but that doesn't do you any good. The regular variety of griffon shouldn't be ridden ideally until it reaches three or four years, though some unscrupulous trainers begin riding them at two."

Opinicus spat to show his contempt for this practice.

"That's a long time to wait," said the ravenfolk. "What if we procured them already hatched?"

"Well, they'd still need to be less than a year old or you'd never break them in."

"How can we tell?" asked Ninkash's cleric.

"It's tricky," said the knight. "You tell a griffon's age by its plumage until it's five years old. After that, you have to judge by its hindquarters. Between three and eight, it will get spotting on its legs and belly. The more spotting, the older the griffon."

"I didn't expect there would be so much to learn," said the minotaur.

"This is shaping up to be quite an investment of time and expense," complained the dhampir.

"Oh yes," said Opinicus. "But worth it. Properly cared for, and barring accidents, a griffon mount will last you twenty to thirty years or more. "

"So how do we actually break it in?" asked the ravenfolk.

"It's not like a horse," said the knight. "You'll use food for nearly everything. Again, horseflesh is best. Or use mutton and reserve horse as a reward for good behavior and quick learning. And it takes some time to master thinking in three dimensions. A young griffon will try to throw you off or knock you out of the saddle, so don't let it go too high and watch for it trying to pass under a tree limb or a bridge. Oh, on that. You'll need a special saddle. It'll run you about sixty gold, though you might be able to buy a used one off the Order. Midsummer Fair again.

"That reminds me. While you've doubtless seen griffons wearing bridles, you don't steer so much with them as you do with verbal commands. I don't mess with bridles myself. Don't like putting my fingers near the griffon's beak, and the older ones don't need it anyway. It just annoys them.

"You'll want to stick to one and two-word commands. Simple stuff. Up, land, veer port, bank starboard, dive, that sort of thing. And, of course, attack. They don't need much incentive for that if they don't like the looks of someone.

"There are a few special maneuvers. Secrets of the Order. Once you've got your mounts, I might be persuaded to show you one or two of the lesser ones for more coin. Um, considerably more coin."

The gearforged nodded.

"Is there anything else we should know?" he (she?) asked.

"Well, there is one thing," said Opinicus. "A small but rather important bit of information. I don't normally share it. But you lot seem a, um, generous sort." He looked pointedly at his empty mug.

The dhampir groaned, but the cleric needed little incentive to stand for another round.

"This is more of a cautionary tale," Opinicus continued. "A lesson in what not to do, perhaps." The dwarf paused, narrowing his eyes.

"Rederick von Graffenried," he said.

"Thank you for your lesson," said the minotaur. "We appreciate you sharing your wisdom."

"I haven't shared it yet," said the knight, rolling his eyes. "Rederick isn't the lesson. Rederick was an applicant—same year as me—to the Order. And I hated him on sight.

"He was from a well-to-do family. Looked down on the rest of us. You might joke that's easy to do in my case—"

The minotaur snickered. Opinicus shot her a glance.

"Anyway, I couldn't stand him. Couldn't stand his posh way of talking or the sneer he seemed to reserve for dwarves in particular. And he was so blasted arrogant. Always going on about how he was a trained falconer—his family hunted with the birds for sport—so griffons would come easy for him."

"One day, after enduring the hundredth joke about my height, I decided I'd had enough. Sir Erlach, the knight we both squired under, sent us to fetch his mount. There was a parade. The Order was to fly low over it. Pomp, circumstance, that sort of thing. Well, I ran as fast as I could, so I could go by our quarters and still reach the roost before Rederick."

"And I snatched the pillowcase off my bed. When I got to the roost, I put it with the gear. Then came Rederick,

---

Sir Opinicus Stonecloud

Medium humanoid (dwarf), neutral

Armor Class 18 (chain mail, shield)

Hit Points 135 (18d8 + 54)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	10 (+0)	14 (+2)	9 (–1)

Saving Throws Dex +5, Con +7

Skills Animal Handling +6, Perception +6, Survival +6

Damage Resistances poison

Senses darkvision 60ft., passive Perception 16

Languages Common, Dwarvish

Challenge 9 (5,000 XP)

Deadly Dive. If Sir Opinicus moves at least 20 feet straight toward a target while mounted on Swiftbeak and flying and then hits the target with a lance or longsword attack on the same turn, Swiftbeak can make a rake attack against that creature as a bonus action.

Graceful Landing (1/Day). When Sir Opinicus falls, he descends 60 feet per round and takes no damage from falling.

Griffon Knight. Sir Opinicus has trained for years on the backs of griffons and is adept at coordinating his strikes with theirs. If both Sir Opinicus and his griffon mount hit the same target on the same turn, the target takes 13 (3d8) piercing damage at the end of Sir Opinicus' turn. In addition, while Sir Opinicus is mounted on a griffon, the griffon can't be charmed or frightened.

Locked Saddle. Sir Opinicus can't be knocked prone, dismounted, or moved against his will while mounted. If his mount's movement or aerial maneuvers (such as Swiftbeak's Barrel Roll action) would force Sir Opinicus to make a saving throw or ability check to avoid falling off his mount, he automatically succeeds.

ACTIONS

Multiattack. Sir Opinicus makes three attacks with his lance or his longsword. If he is riding a griffon, the griffon can then make one beak or claws attack. If the griffon is Swiftbeak, the griffon can use his Barrel Roll in place of his beak or claw attack, if it is available.

Lance. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 4) piercing damage.

Longsword. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 4) slashing damage, or 8 (1d10 + 4) slashing damage if used with two hands.

Heavy Crossbow. *Ranged Weapon Attack*: +5 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Patch Up (Recharge 6). Sir Opinicus' mount regains 18 (4d8) hit points.

REACTIONS

Defend Mount. When a creature makes an attack against Sir Opinicus' griffon, Sir Opinicus grants a +3 bonus to the griffon's AC if he is riding or within 5 feet of the griffon.

dumb as ever. He shoved me aside and started collecting the saddle and the bridle. ‘Don’t forget to hood the beast,’ I said.

“‘ There’s going to be a crowd. In falconry, you cover the bird’s head to stop it getting nervous.’ He said he knew falconry and that I shouldn’t ‘lecture my betters on things they know better than me.’ He then took my pillowcase and marched right into the roost.

“I almost felt guilty—almost—because I knew the moment that makeshift hood got near the griffon’s head, Rederick was going to lose some digits. But then nothing happened. Nothing. A moment later, that smug von Graffenried came out of the roost, leading the griffon out blind. And all his fingers intact. I couldn’t believe it.”

Opinicus finished his drink. He stood, dusted himself off, then paused before heading to the door.

“Goes to show a griffon can always surprise you.”

“Wait,” said the minotaur. “What is the wisdom there? I don’t understand.” She chased after the him, and the group rose to follow the knight as he strode out onto the streets of Zobeck.

Opinicus whistled a long, sharp note.

“You see, the griffon smelled my own scent on the pillow. It knew what I was up to. So it didn’t punish Rederick for the trick I had played.”

“And that’s why it didn’t bite off any fingers,” said the ravenfolk, nodding.

“Oh, I didn’t say that,” said the knight. Holding up his right hand, he slowly pulled the glove off. He had an index and middle finger, but his ring and pinky were gone.

“Your fingers!” said the minotaur, rather obviously.

“As soon as the hood came away,” said Opinicus. “The griffon snapped them right off. So quickly I barely felt it at first.”

Suddenly, there was a flurry of air, and a great, brown and tan griffon landed in their midst. Opinicus gripped the saddle and hoisted himself up.

“But why did it put up with the hood?” asked the bearfolk.

“It wanted to teach me a lesson,” said the knight. “And to punish me for using it in my petty ploy for revenge.”

“I’m sorry,” said the cleric.

“I’m not,” said Opinicus. “I deserved it. And Rederick, I guess it shocked him, because he changed after that. We even became close comrades. All three of us really.”

“The griffon?” asked the gearforged. “You mean it really understood everything that went on?”

“Not stupid,” said the griffon before them. It surveyed the group with one of its black eyes. “Griffon smart.”

“And there’s your last bit of advice,” said the dwarf. He gave them a nod.

Then griffon and knight rose into the air.

Swiftbeak

Large monstrosity, lawful neutral

Armor Class 16 (scale mail barding)

Hit Points 95 (10d10 + 40)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	8 (–1)	13 (+1)	8 (–1)

Skills Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages Common

Challenge 5 (1,800 XP)

Keen Sight. Swiftbeak has advantage on Wisdom (Perception) checks that rely on sight.

Trained Mount. If Swiftbeak is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage while he has a rider, the griffon instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

ACTIONS

Multiattack. Swiftbeak makes three attacks: one with his beak and two with his claws.

Beak. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

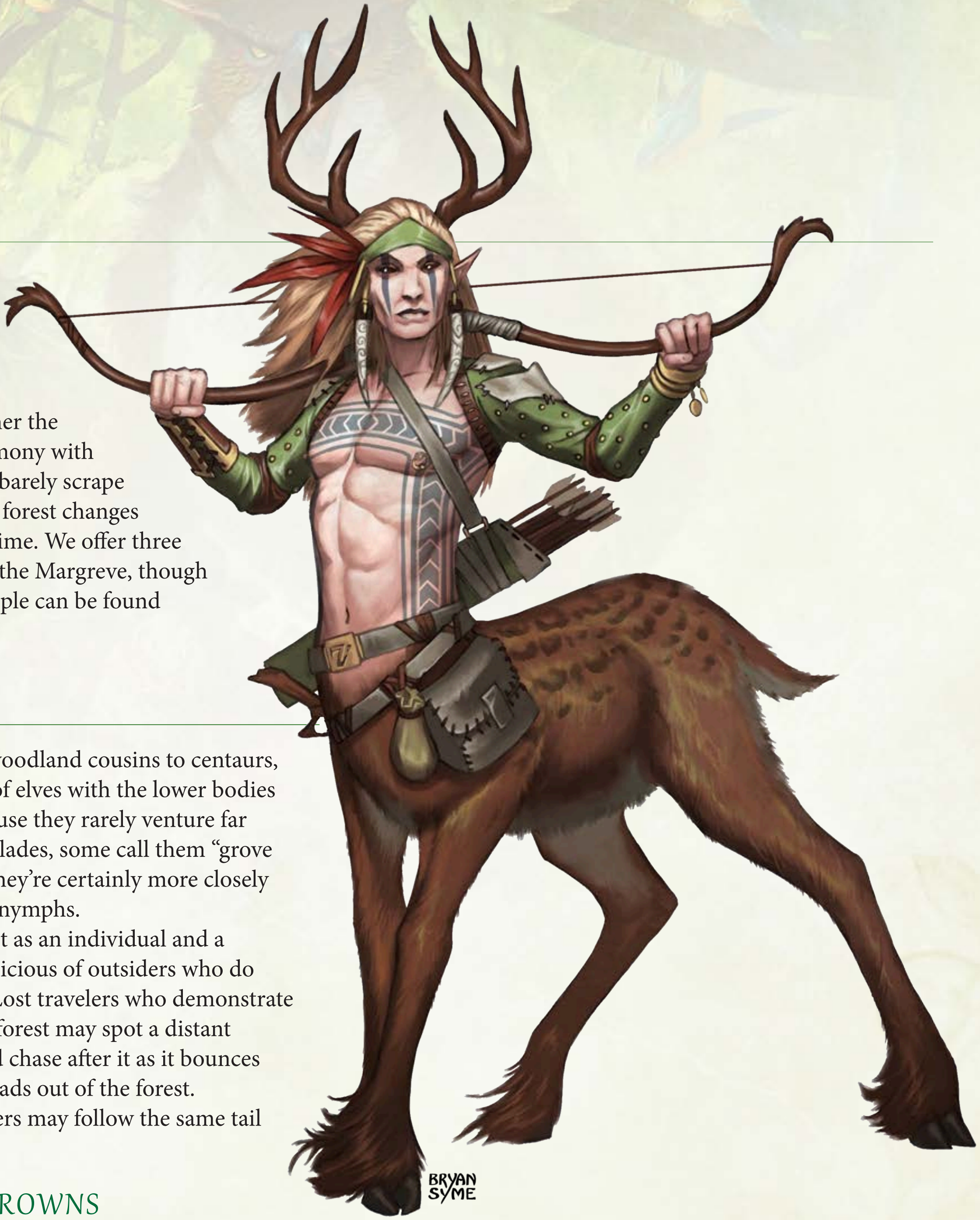
Claws. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Rake. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage and, if the target is Medium or smaller, it is grappled (escape DC 16). Until this grapple ends, the target is restrained and Swiftbeak can’t make claws attacks against other targets.

Barrel Roll (Recharge 5–6; While Flying Only). Swiftbeak rolls in the air and scratches nearby enemies. Each creature within 10 feet of Swiftbeak must make a DC 15 Dexterity saving throw, taking 21 (6d6) slashing damage on a failed save, or half as much damage on a successful one. In addition, each creature riding Swiftbeak must succeed on a DC 15 Dexterity saving throw or fall off him.

Races

The Margreve Forest is home to many creatures and racial groups. Whether the creatures live in harmony with the ancient forest or barely scrape a living together, the forest changes its inhabitants over time. We offer three new races unique to the Margreve, though any of Midgard's people can be found beneath its boughs.



ALSEID

Alseid are graceful woodland cousins to centaurs, blending the torsos of elves with the lower bodies of nimble deer. Because they rarely venture far from their wooded glades, some call them "grove nymphs," although they're certainly more closely related to elves than nymphs.

Alseid see the forest as an individual and a friend. They are suspicious of outsiders who do not share this view. Lost travelers who demonstrate deep respect for the forest may spot a distant alseid's white tail and chase after it as it bounces toward a road that leads out of the forest. Disrespectful strangers may follow the same tail to their doom.

BRANCHING CROWNS

Alseid have antlers growing from their foreheads. Antlers grow very slowly, branching every 10 years for the first century of life (so an alseid with six points per antler should be between 60 and 70 years old). Further points only develop with the blessing of the forest. No 14-point imperial alseid are known to exist, but many tribes are governed by princes with 13 points, indicating that they've done a great service to the forest on at least three occasions. Because antlers signify status, alseid don't fight with them the way deer do. Cutting an alseid's antlers is one of the direst punishments an alseid can receive. Elf rangers sometimes report seeing lone alseid exiles, wandering the Margreve, their antlers sawn off near the scalp.

ANCIENT MAGIC AND NATURE'S CHAMPIONS

Alseid have a deep connection with the Old World magic of the Margreve. Their leaders favor the druid and ranger classes, and sorcerers and Old Wood warlocks often arise from deep forest glades infused with energy.

ALSEID NAMES

Alseid name their offspring using a combination of Elvish and Sylvan syllables. Their names are often extremely long, and many alseid choose shorter nicknames for themselves when speaking with other species. Alseid do not have family names.

INDIVIDUAL NAMES: Roanxilana (Anxi), Erymleetidoral (Erym), Sarioneldorivh (Dorivh), Thanarifaren (Anari), Levesaelynore (Salyn), Nalesariabella (Abella)

ALSEID TRAITS

Your alseid character has certain characteristics in common with all other alseid.

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

Age. Alseid reach maturity by the age of 20. They can live well beyond 100 years, but it is unknown just how old they can become.

Size. Alseid stand over 6 feet tall and weigh around 300 pounds. Your size is Medium.

Alignment. Alseid are generally chaotic neutral, though variations are common,particularly among those rare few who leave their people.

Speed. Alseid are fast for their size, with a base speed of 40 feet.

Type. You are of the monstrosity type.

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

Alseid Weapon Training. You have proficiency with spears and shortbows.

Light Hooves. You have proficiency in the Stealth skill.

Quadruped. The mundane details of the structures of humanoids can present considerable obstacles for you. You have to squeeze when moving through trapdoors, manholes, and similar structures even when a Medium humanoid wouldn't have to squeeze. In addition, ladders, stairs, and similar structures are difficult terrain for you.

Woodfriend. When in a forest, you leave no tracks and can automatically discern true north.

Languages. You can speak, read, and write Common and Elvish.

ERINA

The enigmatic hedgehog-folk of Midgard trace their history back to the beginning of the world—further back than the rule of the elves—to the first groves and wild grasslands, to those green places between the elemental poles that birthed all that is. Or so the erina druids like to claim.

The erina are a small-statured race of creatures resembling bipedal hedgehogs. They often escape the notice of the powerful rulers of Midgard, though anyone traveling through the wilds would do well to have them as allies.

CURIOUS

Erina are a highly intelligent species, whose natural curiosity and cunning serve them well. They are always probing around the limits of their territory and keep

a careful record of their environment. Erina seem supernaturally aware of their surroundings and have a keen eye for things that are out of place or novel.

SCROUNGERS

Erina subsist by scrounging. In the wild, their diet consists of fruit, roots, insects, and small animals that come within range of their spears. The few erina who make their homes in the civilized centers live in much the same way. For this reason, erina sometimes run afoul of the law, though they are not naturally greedy.

DEFENDERS OF HEARTH AND HOME

The erina generally worship the Hedge Mother, an erina goddess often associated with the elven goddess Holda (though the erina firmly state their worship of the Hedge Mother came long before the elves' Holda existed), whose tenets regarding the defense of home align very well with the hedgehog-folk's territorial nature.

The burrows of the erina contain a dizzying number of tunnels and chambers with multiple camouflaged entrances and exits. Invading an erina burrow is a nightmarish experience, as the little defenders burrow over, under, and beside their enemies with alarming speed, striking from a freshly dug hole before retreating to safety.

ERINA ABROAD

Erina tend to live in large communities of their own kind. Occasionally, compatible fey creatures may lair near or even within an erina burrow. On occasion, some erina are so overcome with curiosity that they leave their homes to investigate the world beyond. These adventurous erina make excellent rangers and druids, exploring the unknown wilderness with a grin and a twitching nose.

Other times, if there is a great threat to the region where the erina have dug their burrows, the defenders of the colony embark on a mission to face the danger nose-on.

On rare occasions, some erina may find their actions warrant expulsion from the burrow. Erina are suspicious of warlocks and sorcerers, and members of the colony who make bargains with strange entities or who exhibit dangerous connections to powerful magic are often escorted out of the burrow.

ERINA LANGUAGE

Erina speak their own language, a series of whirring sounds punctuated by clicks. Erina can also communicate with other erina using only twitches of the nose and whiskers, though this old non-verbal language has fallen out of fashion in recent generations. Most burrows have at least one member who speaks the Common tongue.

ERINA NAMES

Erina names translate very poorly into other languages. When outside erina lands, the hedgehog-folk tend to adopt names with long, open vowel sounds. These sounds are rare in their own language and bring pleasure to their ears. Erina are certain to extend the vowel sounds in their names when introducing themselves.

Individual Names: May-nay, Wayee, Leemay, Einore, Die-Nu, Lowno

ERINA TRAITS

Your erina character has traits which complement its curiosity, sociability, and fierce nature.

Ability Score Increase. Your Dexterity score increases by 2, and you can choose to increase either your Wisdom or Charisma score by 1.

Age. Erina reach maturity around fifteen years and can live up to sixty years, though some erina burrow elders have memories of events which suggest erina can live much longer.

Alignment. Erina are good-hearted and extremely social creatures who have a difficult time adapting to the laws of other species.

Size. Erina average about 3 feet tall and weigh about 50 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Darkvision. Accustomed to life in the dark burrows of your people, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hardy. The erina diet of snakes and venomous insects has made them hardy. You have advantage on saving throws against poison, and you have resistance against poison damage.

Spines. Erina grow needle-sharp spines in small clusters atop their heads and along their backs. While you are grappling a creature or while a creature is grappling you, it takes 2 (1d4) piercing damage at the start of your turn.

Keen Senses. You have proficiency in the Perception skill.

Digger. You have a burrowing speed of 20 feet, but you can use it to only move through earth and sand, not mud, ice, or rock.

Languages. You can speak Erina and either Common or Sylvan.

PINEY

When did our ways become so old?
A stump, a frog, a flowr' unfold,
I heard em' call us worse than sin,
The forest was deep 'for we slipped in,
The shadows were here 'for we slipped in.

Many villages scattered through the Margreve are home to an elusive species of humanoids known as the pineys. These strange beings are followers of a superstitious code known to outsiders as "the old ways," though the pineys themselves do not refer to it as such. For them, the rules of the Margreve are as natural as the leaves growing on the boughs above.

On occasion, and likely caused by banishment arising from actions contrary to the old ways, a piney leaves the limits of the Margreve. These cast-outs soon lose the extreme features of their kind, reverting to a more human form. However, the magic of the great forest still courses through their blood, manifesting in strange and sometimes dreadful ways.

SHADOWS OF THE MARGREVE

While the pineys were once human, their bodies have been changed by the magic of the great forest over the generations. When a piney leaves the Margreve, the forest's influence fades but never fully disappears. Their too-long limbs and blank inchoate eyes suggest a fey influence, but their kind is also known for strange plant-like qualities to their skin, hair, and nails. For this reason, pineys prefer wearing scarves and hoods to hide their true faces.

Pineys do not recognize gender and are utterly unconcerned with prescriptive roles based on arbitrary physical characteristics. When a piney wishes to reproduce, the magic of the Margreve allows the piney to alter its form as required to ensure successful reproduction.

GODLESS

Pineys do not worship the gods or their masks. Prayer is strictly forbidden and is seen as an expression of the outsiders' moral inferiority. Pineys who are caught worshipping gods are swiftly banished from their villages. While the pineys revere the forest, they do so not from a desire to approach the divine, but from an absolute and practical surety that their continued existence depends on the enigmatic will of Midgard's oldest forest. The ceremonies and sacrifices made in the name of the Margreve have a religious outward appearance, but in fact they are very pragmatic—without occasional blood sacrifices, the forest punishes them. Pineys do not innately understand concepts such as spirituality and faith.

SUSPICIOUS OF MAGIC AND OUTSIDERS

Pineys generally view spells as either signs of the gods meddling in the natural world or the product of evil beings attempting trickery. Magic from druids and rangers are common exceptions to this superstition, though some piney villages still outlaw such magic just like any other magic. More commonly, piney magic is concerned with the construction of small fetishes or jewelry made from natural material. The act of making these charms is in fact its own kind of magic, and the resulting creations are often enchanted by the piney's innate connection to the natural world. Pineys sometimes trade the less powerful charms for goods not commonly found in the Margreve. Examples of these charms can be found in the Magic Items chapter.

Pineys tend toward suspicion of outsiders, and their interaction with the other folk of Midgard is extremely limited. Late at night along the great trade road north of the forest, cloaked pineys sometimes appear with coin and crafted charms to trade for salt and iron. These ambassadors make their trades quickly and with obvious discomfort.

LIFE IN THE FOREST

Piney villages are located deep in the Margreve forest. Though their homes evoke human architecture, the villages are often melded into the trunks of trees or dug into the side of grassy hills. A piney village is a foreboding place with strange symbols etched into the wooden walls of the darkened homes.

From these enclaves, pineys patrol their territory from dusk until sunrise ensuring the woods are safe and free from interlopers. Pineys feed through photosynthesis, which often requires them to chase patches of sunlight throughout the day before returning to their villages for a few hours of rest.

WAY OF THE WOODS

Pineys follow an unspoken series of social contracts which outsiders refer to as the "old ways." These rules are learned by young pineys through cautionary tales told by village elders, and through accidental infractions which are quickly corrected. The "old ways" are generally centered around respecting the Margreve's power, honoring the memories which lie in the forest's loamy floor, and making the required sacrifices to ensure the village remains in good standing with the creatures and spirits beyond the village's borders.

A PINEY ABROAD

A piney who leaves the Margreve, either by choice or by banishment, quickly reverts to a more human form. The magic of the ancient forest fades, allowing them to stand straighter, speak in a clearer voice, and behave in a manner less directed by the "old ways."

Despite the loosening of the forest's grip, a piney always retains some portion of the Margreve's magic. This most often manifests in physical qualities which can be hard to disguise.

Pineys abroad tend to live in small, agricultural communities, and many find they are capable guardians of the small villages they inhabit. They are slow to warm to strangers, though fiercely loyal to friends and family.

Pineys leave the Margreve only when they have a strong motivation to do so.

PINEY LANGUAGE

Pineys speak their own language. It mixes many Elvish words with a vocal approximation of the sounds heard in the forest. Some pineys speak a rough form of Common which is taught to individuals destined to trade with the outside world.

PINEY NAMES

Pineys abandoned the naming conventions of outsiders centuries ago. There are no names which are distinctly male or female among the pineys, who declare their own names each Spring. It is not uncommon for a piney to have had a different name for each year it has lived. Piney names evoke the sounds, colors, flora, and fauna of the Margreve without relying on distinct words. A piney name is an act of play; it has a musical quality and is sometimes onomatopoeic for a common forest sound.

The names of piney villages, on the other hand, follow a very strict set of conventions which honors the oldest tree standing within five miles. If the tree dies, the village name is changed to include the next oldest – in this way, piney villages may have the same name for centuries then go through a period of frequent change. The names are often one or two elvish words that describe the most prominent feature of the tree honored by the village. Though simple, these words carry great weight in their villages and anyone dishonoring the village's namesake is severely punished.

Individual Names: Whihop, Caw, Sususus, Hoom, Whiii, Oaungoaung, Brbl, Kikoko, Auur

Village Names: Iai, Ilias, Oiroa, Thyoli, Aidren, Inianto, Asaca

PINEY TRAITS

Your piney character has traits which are common to any piney who has left the Margreve for an extended period of time.

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

Age. Pineys have the same lifespans as humans, reaching maturity in their late teens.

Alignment. Pineys living in their villages follow their own code diligently. They owe no allegiance to the gods, nor do they aspire to being paragons of good or evil. Pineys who leave the Margreve tend to have respect for laws, but they struggle to adopt moral stances. For these reasons, pineys tend towards lawful and neutral alignments.

Size. Like humans, pineys vary widely in height and build, from barely 5 feet to well over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Margreve Within. As a piney adventuring beyond the Margreve, you have lost the more extreme, occasionally monstrous, qualities of your forest-dwelling kin. Nonetheless, the magic of the elder forest marks you. You can meet your daily alimentary needs by consuming a suitable amount of food or by standing in direct sunlight for 30 minutes. In addition, your organs are partially made from plant matter. You have advantage on saving throws against poison, and you have resistance against poison damage.

Margreve Without. Regardless of the time and distance between you and the Margreve, the forest's influence on you manifests in the form of strange alterations to your body. Although you are humanoid, your connection to the Margreve marks you with plant-like characteristics. Create a growth of your own in consultation with your GM or pick one from the following list:

- Your skin is rough with harmless cracks resembling tree bark.
- Heavily-perfumed flowers grow wherever your body hair is dense. They can be plucked, but they grow back within a few days.
- Your eyes are twice as large as a human's, and their color is a changing swirl of green and brown.
- Your finger and toe nails are wood.
- Your major joints (shoulder, hip, knee) creak like tree branches when you move.

Roots. You have a deep and pragmatic connection with the natural world. You are proficient in the Nature and Survival skills.

Darkvision. A life lived under the canopy of the forest has provided you with the ability to see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages. You can speak, read, and write Common, and you can speak Piney, which has no written form.

Class Options

An adventurer's class options help it establish a unique place in the Margreve forest and the world of Midgard. Some of the options presented here are restricted to members of particular races native to the forests of Midgard.

BARBARIAN

Bearfolk inhabit forests both on Midgard and in the Shadow Realm. Some of these bearfolk tend to the vast hives of bees that provide the basis for their beloved honey mead, while others embrace light in the darkest parts of Midgard, using it to drive back the shadows.

PRIMAL PATH: PATH OF THE HIVE TENDER

The bearfolk of the Northlands are renowned for their use of bee hives as sources of sustenance and defense. Among the most powerful of these northern bearfolk warriors are the Hive Tenders of the Bear Maiden. Their deep connection with the primal magic of the Bear Maiden allows them to summon and control swarms of magical bee spirits who aid them in defending the tribes.

RESTRICTION: BEARFOLK

You can choose this barbarian primal path only if you are a bearfolk.

HONEY OF THE BEAR MAIDEN

When you choose this path at 3rd level, you can forage for 1d4 servings of blessed honey each day. To forage, you must be in an environment where bees are naturally found. A creature can use its action to consume one serving of blessed honey. Each serving of blessed honey can have one of the following effects.

Golden! Nonmagical light sources you are carrying do not shed dim light, instead they shed golden, bright light to the limit of their range until the end of your next long rest.

Hearty! You recover one additional level of exhaustion after you finish your next long rest, and the honey provides you with enough nourishment to sustain you for two days.

Smooth! A single bee escorts you until the end of your next long rest. You can use a bonus action to command the bee to sting one creature within 30 feet of you for 1 piercing damage. The bee dies after dealing this damage.

Sweet! You exude a sweet, floral aroma until you finish a long rest. While exuding this aroma, you have advantage on Wisdom (Animal Handling) checks when interacting with beasts with an Intelligence of 3 or lower.

A creature can benefit from only one serving of blessed honey at a time. Once you use this feature, you can't use it again until you finish a long rest.

RAGING SWARM

At 3rd level, magical bee spirits appear within 5 feet of you when you rage. The bees can't be targeted by attacks, spells, or effects, and they vanish when your rage ends.

As a bonus action, you can command the bee spirits to swarm around a single creature within 60 feet of you. The bee spirits return to you at the start of your next turn. While the bee spirits are swarming the target, it has disadvantage on ranged weapon attack rolls, and, if the target casts a spell with a somatic component, it must succeed on a Constitution saving throw or fail to cast the spell, losing the action but not the spell slot. The DC for this saving throw equals 8 + your proficiency bonus + your Constitution modifier.

DEFENSIVE FORMATION

Beginning at 6th level, while raging, you have resistance to poison damage and can't be poisoned. If you are poisoned when you enter your rage, the effect is suspended for the duration of the rage.

UPON BUZZING WINGS

When you reach 10th level, you can use a bonus action while raging to command the bee spirits to lift you into the air. If you do so, you gain a flying speed of 30 feet until the end of your turn.

BEES FOR TEETH

At 14th level, you can use a bonus action while raging to make a bite attack. This attack counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. A creature damaged by this attack must succeed on a Constitution saving throw or be poisoned until the end of its next turn. The DC for this saving throw equals 8 + your proficiency bonus + your Constitution modifier.

PRIMAL PATH: PATH OF THE SHADOW CHEWER

Bearfolk who live in their enclaves of light in the shadow realm keep the darkness at bay thanks to the green magic of Freyr and Freya. When the shadows gather too close to the borders of their land, the bearfolk call upon the wild warriors known as the Shadow Chewers. Sometimes called "Angels of Freyr," these fearsome heroes bring tooth, claw, and radiance to bear against the darkness.

RESTRICTION: BEARFOLK

You can choose this barbarian primal path only if you are a bearfolk.

TEETH OF THE SUN

When you adopt this path at 3rd level, your bite's damage die is a d8. At 7th level, your bite attack counts as magical for the purpose of overcoming resistance

RACE-RESTRICTED CLASS OPTIONS

Several of the class options presented here are restricted to specific races native to Midgard, but not every campaign includes all of these races. At the GM's discretion, some of these class options might be available to other races. Keep in mind, however, that many of these class options utilize a skill or trait specific to their restricted races, which means some features might require minor or major adjustments to make them work for other races.

For example, if the Path of the Hive Tender was open to any race, the 14th level feature, Bees for Teeth, would need to be adjusted to grant the barbarian a bite attack if it doesn't already have one, or it would need to be "re-skinned" to be the barbarian's bee spirit swarm attacking the barbarian's target instead. Similarly, the Underfoot is very dependent upon the race having a burrowing speed, which means the class option could be open to other burrowing races. The Underfoot might not be suitable for races without a burrowing speed, or it would require major changes to allow a non-burrowing race to benefit from the Underfoot's features.

Check with your GM to find out which races and race-restricted class options are available in your game.

and immunity to nonmagical attacks and damage, and your bite's damage die is a d10. At 11th level, your bite's damage die is a d12.

CHEW SHADOWS

At 3rd level, you are imbued with radiant power when you rage. While raging, you shed bright light in a 10-foot radius and dim light an additional 10 feet. This light is immune to the effects of magical darkness and can't be dispelled; however, it can't pass through solid objects and otherwise behaves like normal light. In addition, while raging, you can choose for your bite attack to do radiant damage instead of piercing damage.

DIVINE SUSTENANCE

As a bonus action at 6th level, each creature of your choice, including yourself, in the light shed by your Chew Shadows feature regains hp equal to half your barbarian level. This feature can restore a creature to no more than half its hit point maximum. You can use this ability only once per rage.

EMBOLDENING LIGHT

Starting at 10th level, you and friendly creatures in the bright light shed by your Chew Shadows feature are immune to the frightened condition. When you reach 18th level, this benefit extends to friendly creatures in both the bright and dim light shed by your Chew Shadows feature.

RAGE OF THE ROARING SUN

As a bonus action at 14th level, each creature of your choice in the light shed by your Chew Shadows feature takes radiant damage equal to half your barbarian level. You can use this ability only once per rage.

CLERIC

Many terrible creatures prey on the villages, towns, and inns that dot the forests of Midgard. When such creatures become particularly aggressive or can't be dissuaded by local druids, the settlements often call on servants of gods of the hunt to solve the problem.

DIVINE DOMAIN: HUNT DOMAIN

The Wild Hunt and other entities devoted to hunting value champions who aid skillful hunters or who lead hunts themselves. Similarly, deities focused on protecting outlier settlements or who promote strengthening small communities also value such clerics. While these clerics might not have the utmost capability for tracking and killing prey, their gods grant them blessings to ensure successful hunts. These clerics might use their abilities to ensure their friends and communities have sufficient food to survive difficult times, or they might enjoy the sport of pursuing and slaying intelligent prey.

HUNTING DOMAIN SPELLS

CLERIC LEVEL	DOMAIN SPELLS
1st	*bloodhound*, illuminate spoor**
3rd	*instant snare*, mark prey**
5th	*going in circles*, tracer**
7th	*heart-seeking arrow*, hunting stand**
9th	*harrying hounds*, maim**

*indicates a spell found in this book

BLESSING OF THE HUNTER

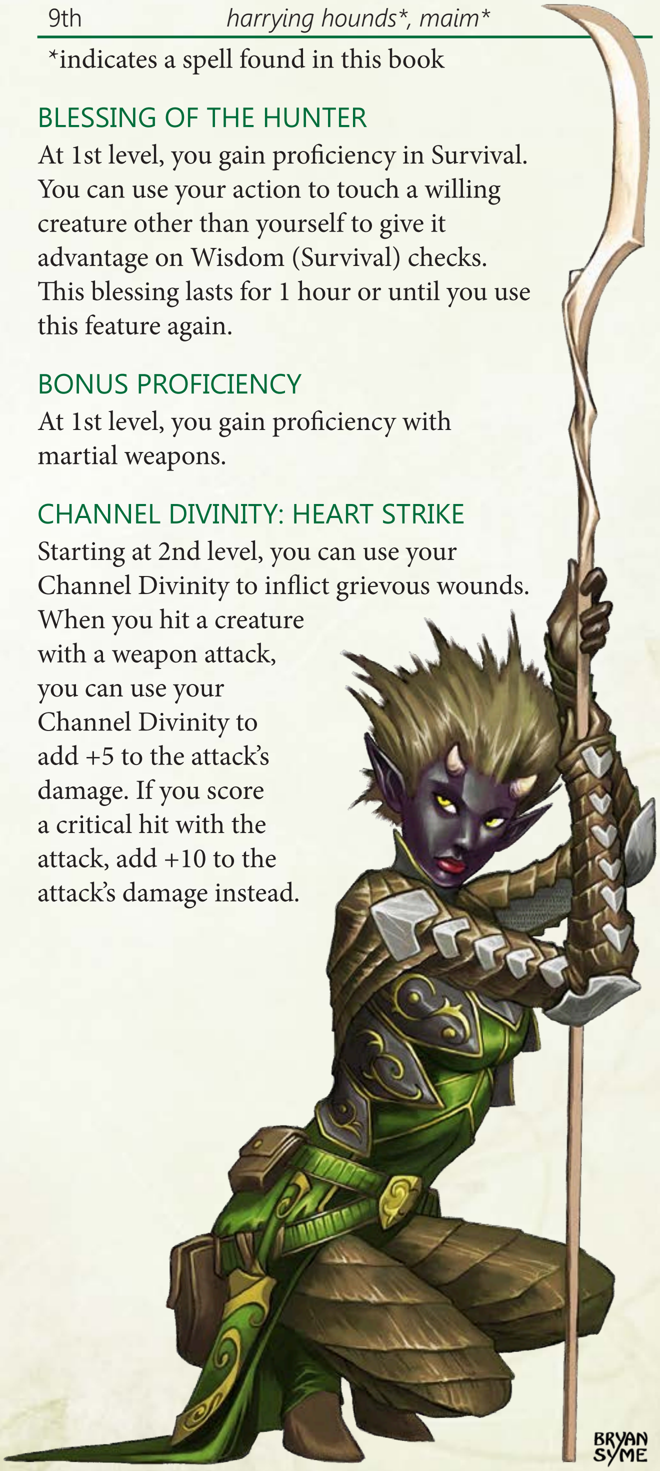
At 1st level, you gain proficiency in Survival. You can use your action to touch a willing creature other than yourself to give it advantage on Wisdom (Survival) checks. This blessing lasts for 1 hour or until you use this feature again.

BONUS PROFICIENCY

At 1st level, you gain proficiency with martial weapons.

CHANNEL DIVINITY: HEART STRIKE

Starting at 2nd level, you can use your Channel Divinity to inflict grievous wounds. When you hit a creature with a weapon attack, you can use your Channel Divinity to add +5 to the attack's damage. If you score a critical hit with the attack, add +10 to the attack's damage instead.



PACK HUNTER

Starting at 6th level, when an ally within 30 feet of you makes a weapon attack roll against a creature you attacked within this round, you can use your reaction to grant that ally advantage on the attack roll.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the same type dealt by the weapon to the target. When you reach 14th level, the extra damage increases to 2d8.

DEADLY STALKER

At 17th level, you can use an action to describe or name a creature that is familiar to you or that you can see within 120 feet. For 24 hours or until the target is dead, whichever occurs first, you have advantage on Wisdom (Survival) checks to track your target and Wisdom (Perception) checks to detect your target. In addition, you have advantage on weapon attack rolls against the target.

You can't use this feature again until you finish a short or long rest.

Druid

Midgard's forests are home to druids of various backgrounds and circles. Some of these druids are the forests' quiet eyes and talons, others imbue themselves with the intoxicating perfumes of the forests' blooms, and a rare few form inexplicable bonds with the ancient, sentient forests of Midgard.

DRUID CIRCLE: CIRCLE OF OAKS

Each ancient forest of Midgard is a sentient entity, always aware of what transpires under its canopy. Although some have developed potent defenses, especially in their Hearts, they have tolerated alliances with those committed to their protection and restoration. Chief among these alliances are the Circle of Oaks druids.

As an accident of history, perhaps, some races seem more likely to be members of the Circle of Oaks in certain forests. For example, Circle of Oaks druids tend to be river elves in the Arbonesse and Tomierran Forests, purifier bearfolk or winterfolk halflings in the great northern and boreal forests, and gnomes in the mysterious and forbidding Wormwood. Some are surprised to find druids of this circle in the eastern plains and deserts, but indeed they tend the small groves and oases found there with gnolls often filling the role. Though they can be found anywhere, Circle of Oaks druids tend to stay in their forested homelands, binding with particular forests.

FORESTS AND LEY LINES

The memories of the Midgard forests go back far into history, and they collectively remember the times when the mage-kings distorted the great ley lines to achieve power. By sacrificing huge numbers of victims to bend the lines for their own dark purposes, the results were sweeping acid rains and ley distortions that reduced green forests to the polluted and desecrated deserts now known as the Wasted West. The forests appreciate the power and influence of the ley lines, but are determined that such abuse and destruction will not happen again. They have learned ways to partially control or dampen the ley lines, and they share some of that knowledge with their druids.

BONUS CANTRIP

When you choose the Circle of Oaks at 2nd level, you learn the *tree heal* (see page 49) druid cantrip. Members of your circle often touch each tree they pass as they stroll through a wooded area, just in case the tree may be in need of assistance.

FOREST BINDING

Starting at 2nd level, you can request to be bound to a specific forest, gaining access to certain spells. This binding is conditional upon the good will of the forest and is never given automatically. Typically, the forest requires a service of you before binding you to it. Such service might include replanting trees in an area destroyed by war or fire, eliminating a great pestilence within the forest, removing certain contaminants from the forest's borders, or opposing an enemy of the forest.

You can be bound to only one forest at a time. If you later bind yourself to another forest, you lose your connection to the previous one. Most forests will not permit gearforged, dwarves, kobolds, or dragonborn to bind with them; however, exceptions have been made if the candidate performed a great service for the forest.

CIRCLE OF OAKS SPELLS

Your bonded forest infuses you with some of its power, giving you the ability to cast certain spells. At 3rd, 5th, 7th, 9th, 11th, 13th, 15th, and 17th level you gain access to spells associated with your bond to the forest. Some of these spells are available to you only while you are bonded to a forest. Such spells have the "forest-bound"

qualifier listed next to their school of magic. If you are no longer bonded to a forest you lose the ability to cast forest-bound spells until you renew your bond with your forest or bond with a new forest. You can cast forest-bound spells outside your bound forest, unless the spell specifically states you must be within your bound forest.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you. Consult the Circle of Oaks Spells table for the list of circle spells.

CIRCLE OF OAKS SPELLS

DRUID LEVEL	CIRCLE SPELLS
3rd	*forest native*, tree speak**
5th	*legion of squirrels*, ley disturbance**
7th	*freedom of movement, quick time**
9th	*commune with nature, lesser ley protection**
11th	*conjure forest defender**
13th	*greater ley protection**
15th	*control weather*
17th	*forest sanctuary**

*indicates a spell found in this book

TREE WALKING

Starting at 6th level, once per turn, you can use half of your movement to step magically into one living tree within your reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger. Any worn or carried possessions travel with you, but you can't bring other creatures with you. At 14th level, the second tree can be up to 100 feet away from the first.

TREE MERGING

Starting at 10th level, you can merge your spirit with that of a tree within 5 feet of you as an action. While merged, your body resides in the Shadow Realm, petrified and invisible, while your spirit is aware of happenings in the vicinity of the tree. If you spend 6 hours merged with a tree in your bound forest, you gain the benefits of finishing a long rest. You can't communicate with anyone outside of the tree unless

OPTIONAL RULE: FOREST-ATTUNED SENSES

Druids with bestial features sometimes have senses that are more attuned to their bonded forests than those without bestial features. While in your bonded forest, you have advantage on Wisdom (Perception) checks that rely on a sense specific to your race. Bearfolk and erina are particularly sensitive to smells, ratfolk and trollkin to tastes, ravenfolk and kobolds to sounds, and alseid, centaurs, and minotaurs to vibrations in the forest floor. At your GM's discretion, other races might also have particular sensitivities while in their bonded forests..

a creature casts *tree speak* (see page 49) or *speak with plants*. You can leave the tree as an action and your body reappears in an unoccupied space within 5 feet of the tree. If you have been merged with the tree for more than 24 hours, you must succeed on a DC 5 Constitution saving throw to exit the tree. If you have been merged with the tree for more than 48 hours, you have disadvantage on this saving throw. Each month you stay merged with the tree increases this DC by 1. If you fail this saving throw, you must wait 24 hours before you can attempt to exit the tree again. If you fail this saving throw each day for 1 week, you become permanently merged with the tree and can only exit it through powerful magic such as a *wish* spell or if the tree is destroyed or dies. As they approach the ends of their lives, many Circle of Oaks druids choose to permanently merge with their favorite trees to forever be part of their forest.

FOREST RESTORATION

Starting at 14th level, you can engage in a ritual restoration of a forest that has been destroyed or seed a new forest in an area without one. You must spend at least 8 hours each day for 3 months performing the rites and chants of this ritual, imbuing the land within a half-mile radius with your power. At the end of the first month, you successfully remove any barriers to regrowth such as soil toxins or latent poisonous magic. At the end of the second month, your power reseeds the area with vegetation native to the location. By the end of the third month, the seeds sprout into saplings. As long as new toxins aren't introduced and the saplings aren't destroyed, the half-mile radius of saplings grow into a one-mile radius forest after 1 year.

DRUID CIRCLE: CIRCLE OF OWLS

The Court of Owls once served as a pilgrimage site for the ancient elves, but it secretly was also the hub of a network of spies. When the library of the court was burned to prevent its knowledge from falling into the wrong hands, some volumes escaped destruction.

Druids of the Circle of Owls maintain their tradition of spying and gathering knowledge and, occasionally, of permanently silencing those who would misuse knowledge. The Circle of Owls druids draw on the power of their namesakes, moving about the world unnoticed as they see and hear what others try desperately to hide.

These druids maintain closer relationships with the shadow fey than most. They find this relationship advantageous, though often tense, in their pursuit of secrets. Along with access to shadow fey agents and information, Circle of Owls druids regularly make bargains with strange owl-like creatures known as stryx (*Tome of Beasts*, p. 369). The stryx are natives of the Shadow Realm and find the Circle of Owls druids to their liking. Some stryx even serve Circle of Owls druids as familiars, at the GM's discretion.

CIRCLE SPELLS

The ever present eyes and ears of the natural world impart magical knowledge to you. At 2nd level, you learn the *message* cantrip. At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of Owls Spells table.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

CIRCLE OF OWLS SPELLS

DRUID LEVEL	CIRCLE SPELLS
3rd	*detect thoughts, invisibility*
5th	*nondetection, sending*
7th	*arcane eye, private sanctum*
9th	*modify memory, scrying*

BONUS PROFICIENCY

When you choose this circle at 2nd level, you gain proficiency in either the Deception or Stealth skill.

ON SILENT WINGS

At 2nd level, you learn to magically slip beneath the notice of even those who watch you. You can take the Hide action even when a creature can see you or when you have nothing to obscure you from the sight of a creature that can see you. You remain hidden in this way until the end of your next turn. If at that time you haven't found something to obscure you, you are no longer hidden.

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

OWL'S EYES

At 6th level, you can cast *clairvoyance* once. When you cast the spell in this way, you don't require components, and the casting time is 1 action. You can choose for the invisible sensor to instead be visible as an owl.

Once you use this feature you can't use it again until you finish a long rest.

SHADOW FLIGHT

At 10th level, you can slip partially into shadow for a short time. As an action, you can cast the *etherealness* spell. When you cast the spell in this way, its duration is concentration, up to 1 minute.

Once you use this feature, you can't use it again until you finish a short or long rest.

PARLIAMENT OF OWLS

When you reach 14th level, you can disperse your form into a great swirling storm of owls. As an action, you can use your Wild Shape to become a swarm of owls (see sidebar).

Swarm of Owls

Medium swarm of Tiny beasts, unaligned

Armor Class 13

Hit Points 60 (11d8 + 11)

Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	16 (+3)	12 (+1)	3 (–4)	12 (+1)	7 (–2)

Skills Perception +5, Stealth +5

Damage Resistances bludgeoning, piercing, slashing

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

Senses darkvision 120 ft., passive Perception 15

Languages —

Challenge 3 (700 XP)

Flyby. The swarm of owls doesn't provoke opportunity attacks when it flies out of an enemy's reach.

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

Swarm. The swarm of owls can occupy another creature's space and vice versa, and the swarm can move through any openings large enough for a Tiny owl. The swarm can't regain hp or gain temporary hp.

ACTIONS

Talons. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target in the swarm's space. *Hit:* 14 (4d6) slashing damage, or 7 (2d6) slashing damage if the swarm has half its hp or fewer.

Screech (Recharge 5–6). The swarm of owls releases a screech in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw. On a failure, a creature takes 18 (4d8) thunder damage and is deafened until the end of its next turn. On a success, a creature takes half the damage and isn't deafened.

DRUID CIRCLE: CIRCLE OF ROSES

The Court of Roses was once a place of song, poetry, and revelry about which the remaining few elves who still remember it tell whispered stories with a faraway look in their eyes. Though the court itself is long destroyed and haunted by ghosts and plant creatures, some of the Roses' teachings survive.

Druids of the Circle of Roses bend the power of nature to influence the minds and hearts of those around them, soothing sorrow, crushing with terror, and ensnaring hearts in equal measure. They create sweet and bitter perfumes that carry their power to any who inhale the scent.

CIRCLE SPELLS

Your deep bond with the ebb and flow of nature grants you knowledge of certain spells. At 2nd level, you learn the *friends* cantrip. At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of Roses Spells table.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

CIRCLE OF ROSES SPELLS

DRUID LEVEL	**CIRCLE SPELLS**
3rd	*calm emotions, suggestion*
5th	*hypnotic pattern, tongues*
7th	*confusion, phantasmal killer*
9th	*dominate person, geas*

BONUS PROFICIENCY

When you choose this circle at 2nd level, you gain proficiency in one skill chosen from the following: Deception, Intimidation, or Persuasion.

BITTERSWEET PERFUME

Starting at 2nd level, you can expend one use of Wild Shape as an action to create a floral perfume that manipulates the minds of those who breathe it, rather than transforming into a beast form. One creature of your choice within 10 feet of you must make a Charisma saving throw against your spell save DC. On each of your turns while the perfume lasts, you can use an action to choose a different creature to affect with your perfume.

On a failure, the creature is charmed or frightened by you (your choice) for as long as it remains in your perfume and for 1 minute after it leaves the area. If it ends its turn outside the area, the creature can repeat the saving throw, ending the effect on itself on a success. If you or your allies attack or harm the charmed creature, it is no longer charmed.

If the creature's saving throw is successful or if the effect ends for it, it is immune to your perfume for the next 24 hours. A creature that doesn't breathe or that is immune to poison is immune to your perfume.

The perfume lasts for 10 minutes or until you use your Wild Shape again.

OVERPOWERING REMEDY

At 6th level, your perfume can affect one creature of your choice within 20 feet of you, and you can use the scent of your perfume to unravel harmful effects. When you use your Bittersweet Perfume, you can choose to end one disease or one condition affecting a creature in your perfume instead of charming or frightening it. The condition removed can be charmed, frightened, or poisoned.

ROSE'S THORNS

At 10th level, you can stab thorns at the minds of those who dare raise their hand against you. When a creature within 20 feet of you hits you with an attack, you can use your reaction to force the creature to make a Wisdom saving throw against your spell save DC. On a failed save, the creature takes 1d10 psychic damage.

LINGERING PERFUME

When you reach 14th level, a whiff of your perfume surrounds you at all times and lingers in your wake. You are immune to harmful gasses and vapors, you have advantage on saving throws against be charmed or frightened, and your Bittersweet Perfume now lasts for 1 hour or until you use your Wild Shape again.

In addition, you can intensify the power of your perfume. When a creature becomes charmed or frightened by your Bittersweet Perfume, you can use a bonus action to wrap some of your perfume around it. That creature is considered to be within your perfume, no matter how far it moves away from you, for 1 hour or until you use your Wild Shape again. Once you use this feature, you can't use it again until you finish a long rest.

RANGER

The rangers of Midgard are as varied as its forests. The Griffon Scouts of the Margreve operate as one with their magical mounts, keeping a silent watch over the forest. Grove Wardens are blessed by the forests they inhabit and use this blessing to make the forest around them hinder or attack their foes. Spears of the Weald are alseid who can tap into the power of the forest to dance around their enemies with dazzling speed, attacking with magical spears gifted to them by the forest.

RANGER ARCHETYPE: GRIFFON SCOUT

The elves of the Griffon Court are practical and disciplined, well suited to surviving in their isolated holding on a windswept crag jutting out of the Margreve. Trained by elven court veterans, rangers of the Griffon Scout archetype learn to move swiftly and stealthily both on foot and while mounted, gathering information on their enemies or delivering devastating hit-and-run raids with precision and coordination.

GRIFFON SCOUT MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Griffon Scout Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

GRIFFON SCOUT SPELLS

RANGER LEVEL	SPELLS
3rd	*featherfall*
5th	*find steed*
9th	*haste*
13th	*greater invisibility*
17th	*telepathic bond*

MOUNTED SCOUT

At 3rd level, you have advantage on Dexterity (Stealth) checks while mounted, and your Dexterity (Stealth) checks apply to both you and your mount.

SKIRMISHER'S STEP

At 3rd level, when you move at least 20 feet straight toward a creature and hit it with a melee weapon attack in the same turn, that attack deals an extra 1d8 damage of the same type dealt by the weapon to the target, and, when you or your mount move out of the target's reach before the end of your next turn, you don't provoke an opportunity attack from the target.

COORDINATED STRIKES

Starting at 7th level, you can deliver punishing flurries of attacks in perfect coordination with your allies. When one of your allies hits a target within 30 feet of you with an attack, you can use your reaction to make one weapon attack against that target.

GRIFFON WINGS

At 11th level, when you cast *find steed*, you can choose for your steed to take the form of a griffon, though it is a fey instead of a monstrosity.

STRIKE AND FADE

Starting at 15th level, when you or your mount move at least 20 feet during your turn, you become an evasive blur. Until the start of your next turn, a creature that attacks you has disadvantage on the first attack roll it makes against you or your mount.

RANGER ARCHETYPE: GROVE WARDEN

Fiercely protective of their territory, the alseid herds form a close bond with the Margreve. In return for their diligent protection, the forest offered its blessing to dedicated alseid rangers. In recent years, woodsy adventurers of other races who have earned the alseids' trust also received this blessing, though their numbers are scant. These Grove Wardens can tap into the living magic of the Margreve and call upon its aid. Their senses travel through the plants and earth of the woods, and the very land rises up to strike down the ranger's enemies.

GROVE WARDEN MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Grove Warden Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

GROVE WARDEN SPELLS

RANGER LEVEL	SPELLS
3rd	*entangle*
5th	*branding smite*
9th	*speak with plants*
13th	*hallucinatory terrain*
17th	*animate objects*

WHISPERS OF THE FOREST

At 3rd level, when you use your Primeval Awareness feature while within a forest, you add humanoids to the list of creature types you can sense. When sensing humanoids, you know the general direction of the creatures, and you know if a humanoid is solitary, in a small group of up to 5 humanoids, or a pack of more than 5 humanoids.

MARGREVE'S WILL

At 3rd level, you can magically draw on the living essence of the land to hamper your foes. As a bonus action, choose one creature you can see within 60 feet of you. Your next weapon attack against that creature has advantage. If that attack hits, the creature's speed is reduced by 10 feet until the start of your next turn. When you reach 11th level in this class, if that attack hits, the creature's speed is instead halved until the start of your next turn.

INTRUDER'S BANE

At 7th level, you can command the land around you to come to your aid. As a bonus action, choose a point you can see on the ground within 60 feet. You cause the area within 15 feet of that point to undulate and warp. Each creature in the area must make a Dexterity saving throw against your spell save DC. On a failure, a creature is pushed up to 15 feet in a direction of your choice and knocked prone.

Once you use this feature, you can't use it again until you finish a short or long rest.

WRATH OF THE FOREST

At 11th level, you can call on the land in your vicinity to strike at your enemies. When you take the Attack action, you can use a bonus action to make a rock, branch, root, or other small object attack a creature within 30 feet of you. You are proficient with the attack, it counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage, and you add your Dexterity modifier to the attack and damage rolls. The damage is of a type appropriate to the surroundings and the damage die is a d8.

LIVING BULWARK

Starting at 15th level, the land around you comes to your aid when you are danger, interposing rocks, branches, vines, roots, or even the ground itself between you and your foes. When a creature you can see targets you with an attack, you can use your reaction to roll a d8 and add it to your AC against the attack.

RANGER ARCHETYPE: SPEAR OF THE WEALD

The alseid who inhabit the ancient Margreve forest have long defended the limits of their home. These forest warriors can make a dizzying variety of ranged and melee attacks in quick succession, using ancient magic to flash across the battlefield.

RESTRICTION: ALSEID

You can choose this archetype only if you are an alseid.

WEALD SPEAR

When you choose this archetype at 3rd level, you gain the ability to call forth a magical, wooden spear from the Bright Land into your empty hand as a bonus action. The spear disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die. You are proficient with the weapon while you wield it. The spear's range is 20/60 feet, and, when you throw the spear, it reappears in your hand after the attack. The spear's damage die is a d8, and it has the finesse and reach properties.

At 7th level, your weald spear attack counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage, and your Weald Spear's damage die is a d10. At 11th level, your Weald Spear's damage die is a d12.

TOUCH OF THE BRIGHT LAND

The touch of the Bright Land is always on your spear, hinting at its otherworldly ties. Beginning at 3rd level, when you summon your Weald Spear, choose one of the following effects:

Entwined. Your spear appears to be wrapped in writhing green vines which occasionally coalesce into the shape of a slender, grasping hand. The hand points in the direction of the Margreve.

Aflame. Your spear is ensorcelled in heatless, white, magical flames whose intensity rises and falls to reflect your mood. When you are at your happiest, it sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

Everblooming. Your spear is covered in small wildflowers that bloom, die, bud, and bloom again within minutes. Pollinating insects are often drawn to your spear as the spear constantly exudes a pleasant, floral fragrance.

Moonlit. Your spear appears as a pale, white length of wooden moonlight. A trail of star-like motes travels behind the spear's point.

CANOPY

Beginning at 7th level, when a creature within 30 feet of you, including yourself, is targeted by a ranged weapon attack, you can use your reaction to summon a magical canopy of glowing leaves and branches over the target. The target has resistance to the damage dealt by the attack, and the canopy bursts into shredded leaves afterwards. You must then finish a short or long rest to use your Canopy again.

At 11th level, you can use your Canopy twice between rests. At 18th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

STEPS OF THE FOREST GOD

When you reach 11th level, you gain a minor use of the Elfroads. After you make a successful ranged weapon attack with your Weald Spear, you can use a bonus action to teleport to an unoccupied space within 10 feet of your target.

OVERWHELM

At 15th level, after you make a successful melee weapon attack with your Weald Spear against a creature, you can use a bonus action to make one ranged weapon attack with it against a different creature. You don't have disadvantage on the ranged attack roll from being within 5 feet of the first creature, however, you can still have disadvantage on the attack roll from being within 5 feet of other creatures.

ROGUE

Though most rogues prefer ambushing their opponents from the shadows, erina rogues ambush their opponents from below. These Underfoot use druidic magic and their natural aptitude for burrowing to defend their forest homes.

ROGUISH ARCHETYPE: THE UNDERFOOT

An elite order of burrow warriors exists in every erina colony. These highly-trained warriors are known as the

UNDERFOOT SPELLCASTING

ROGUE LEVEL	CANTRIPS KNOWN	SPELLS KNOWN	SPELL SLOTS PER SPELL LEVEL			
			1ST	2ND	3RD	4TH
3	3	3	2	—	—	—
4	3	4	3	—	—	—
5	3	4	3	—	—	—
6	3	4	3	—	—	—
7	3	5	4	2	—	—
8	3	6	4	2	—	—
9	3	6	4	2	—	—
10	4	7	4	3	—	—
11	4	8	4	3	—	—
12	4	8	4	3	—	—
13	4	9	4	3	2	—
14	4	10	4	3	2	—
15	4	10	4	3	2	—
16	4	11	4	3	3	—
17	4	11	4	3	3	—
18	4	11	4	3	3	—
19	4	12	4	3	3	1
20	4	13	4	3	3	1

Underfoot. Using a combination of guerilla attacks and druidic magic, the Underfoot are a force to be reckoned with, diving into fights nose-forward.

RESTRICTION: ERINA

You can choose this roguish archetype only if you are an erina.

SPELLCASTING

When you reach 3rd level, you gain the ability to cast spells drawn from the magic of the wilds.

CANTRIPS

You learn three cantrips: *shillelagh* and two other cantrips of your choice from the druid spell list. You learn another druid cantrip of your choice at 10th level.

SPELL SLOTS

The Underfoot Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend one of these slots at the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *longstrider* and have a 1st-level and a 2nd-level spell slot available, you can cast *longstrider* using either slot.

SPELLS KNOWN OF 1ST-LEVEL AND HIGHER

You know three 1st level druid spells of your choice, two of which you must choose from the divination and transmutation spells on the druid spell list. The Spells Known column of the Underfoot Spellcasting table shows when you learn more druid spells of 1st level or higher. Each of these spells must be a divination or transmutation spell of your choice, and must be of a level for which you have spell slots. The spells you learn at 8th, 14th, and 20th level can be from any school of magic.

When you gain a level in this class, you can choose one of the druid spells you know and replace it with another spell from the druid spell list. The new spell must be of a level for which you have spell slots, and it must be a divination or transmutation spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your druid spells. Your magic draws upon your connection with the natural world. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a druid spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

VERSATILE *SHILLELAGH*

Beginning at 3rd level, when you cast *shillelagh*, the spell is modified in the following ways:

- Its duration increases to 1 hour.
- The spell only ends early if another creature holds the weapon or if the weapon is more than 5 feet away from you for 1 minute or more.
- Your Sneak Attack feature can be applied to attack rolls made with your *shillelagh* weapon.

UNDERMINE

Beginning at 9th level, you can use your action to dig a hole under a Large or smaller creature within 5 feet of you. That creature must succeed on a Dexterity saving throw (DC = 8 + your proficiency bonus + your Dexterity modifier) or fall prone. If the target fails its saving throw, you can make one weapon attack against that target as a bonus action.

DEATH FROM BELOW

Beginning at 13th level, when you move at least 10 feet underground toward a target, your next attack against the target with your *shillelagh* weapon has advantage.

VICIOUS

At 17th level, when you use your Death From Below feature and hit the target with your *shillelagh* weapon, the target is restrained by vegetation and soil until the end of its next turn.

WARLOCK

Warlocks seeking power in the forests of Midgard might draw the attention of the Hunter in Darkness or the Old Wood. The Hunter in the Darkness patron relishes in the hunt and seeks skilled hunters who take pleasure in terrifying their prey. The Old Wood patron, on the other hand, is as ancient as the world itself, and it seeks individuals who devote themselves to protecting the forests of Midgard from the dangerous magics that claimed many forests of the past.

WARLOCK PATRON: THE HUNTER IN DARKNESS

The Hunter in Darkness was one of the first shadow fey, but, after time, it succumbed to the power of the Shadow Realm and became something more. It is an entity that sees all creatures as prey and enjoys instilling fear in its prey. It prefers intelligent prey over mere beasts as their fear tastes so much sweeter. Hunters, particularly those among the shadow fey, who display impressive prowess for hunting peak its interest. The Hunter in Darkness often bestows its power on such individuals to spread fear further than the Hunter can by itself. Because of the similarities in their goals, many people speculate that the Hunter in Darkness is a mask of the Fey Lord of the Hunt or the Blood God.

Though your patron isn't mindless, it cares only for the thrill of the hunt and the spreading of fear. It cares not what you do with the power it grants you beyond that. Your connection with the Hunter can sometimes cause changes in your worldview. You might view every creature you meet as either predator or prey, or you might face problems with a "kill or be killed" attitude.

EXPANDED SPELL LIST

The Hunter in Darkness lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

HUNTER IN DARKNESS EXPANDED SPELLS

SPELL LEVEL	SPELLS
1st	*bloodhound*, hunter's endurance**
2nd	*instant snare*, mark prey**
3rd	*clairvoyance, nondetection*
4th	*harry*, heart-seeking arrow**
5th	*killing fields*, legend lore*

*indicates a spell found in this book

SAVAGE HUNTER

Starting at 1st level, when you reduce a hostile creature to 0 hp, its nearest ally within 30 feet of you must succeed on a Wisdom saving throw against your warlock spell save DC or be frightened of you until the end of its next turn.

STEP INTO SHADOW

Beginning at 6th level, you can disappear into darkness and reappear next to an enemy. As a bonus action while in dim light or darkness, you can disappear in a puff of inky smoke and reappear in an unoccupied space that is also in dim light or darkness within 5 feet of a creature within 30 feet of you. If the creature is frightened and you make a melee weapon attack roll against it, you have advantage on the attack roll.

Once you use this feature, you can't use it again until you finish a short or long rest.

STRIKE FROM THE DARK

Beginning at 10th level, your patron's constant hunger for fear inures you to it. You are immune to being frightened. In addition, when you are in dim light or darkness and you hit a creature with a weapon attack, it must succeed on a Wisdom saving throw against your warlock spell save DC or be frightened of you for 1 minute or until it takes any damage.

AVATAR OF DEATH

Starting at 14th level, if you reduce a target to 0 hp with a weapon attack, you can use a bonus action to force each ally of the target within 30 feet of you to make a Wisdom saving throw against your warlock spell save DC. On a failure, the creature is frightened of you for 1 minute or until it takes any damage. If a creature is immune to being frightened, it is instead stunned until the end of its next turn.

Once you use this feature, you can't use it again until you finish a short or long rest.

THE HUNTER IN DARKNESS AND YOUR PACT BOONS

When you select your pact boon at 3rd level, it is altered by your patron in the following ways.

Pact of the Chain: Your familiar is a hunting hound made of shadow, and it uses the statistics of a wolf.

Pact of the Blade: Your pact weapon can be a longbow or shortbow in addition to a melee weapon. You must provide arrows for the weapon.

Pact of the Tome: Your tome contains descriptions of tracks made by a multitude of creatures. If you consult your tome for 1 minute while inspecting tracks, you can identify the type of creature that left the tracks (such as a winter wolf), though not the creature's name or specific appearance (such as Frosttooth, the one-eyed leader of a notorious pack that terrorizes the area).

WARLOCK PATRON: THE OLD WOOD

You have made a pact with the ancient intelligence of a primeval forest. Before the rise of human civilization, before the time of the elves, before even the dragons, there were the forests. Empires rise and fall around them but the forests remain as a testament to nature's endurance. However, times are changing, and the unchecked growth of civilization threatens the green. The intelligence that imbues the antediluvian forest seeks emissaries in the world that can act beyond its boughs, and it has heard your call for power. You are a guardian of the Old Wood, a questing branch issuing from a vast, slumbering intelligence sent to act on its behalf, perhaps even to excise these lesser beings from its borders.

OLD WOOD EXPANDED SPELLS

Your connection to the forest allows you to choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

OLD WOOD EXPANDED SPELLS

SPELL LEVEL	SPELLS
1st	*animal friendship, poreveit's mantle**
2nd	*snap the leash*, spike growth*
3rd	*conjure animals, protection from energy*
4th	*conjure woodland beings, giant insect*
5th	*tree stride, yarila's bounty**

*see Tales of the Old Margreve

SAP MAGIC

At 1st level, your patron bestows upon you the ability to absorb magic from nearby spellcasting. When a creature casts a spell of a level you can cast or lower within 30 feet of you, you can use your reaction to synthesize the magic. The spell resolves as normal, but you have a 25% chance of regaining hit points equal to your warlock level + your Charisma modifier (minimum of 1 hit point).

FOREST'S DEFENDER

At 1st level, your patron gifts you with the skills necessary to defend it. You gain proficiency with shields, and you learn the *shillelagh* cantrip. *Shillelagh* counts as a warlock cantrip for you, but it doesn't count against your number of cantrips known.

PREDATORY GRACE

Starting at 6th level, you are able to cast *pass without trace* without expending a spell slot. Once you use this feature, you can't use it again until you finish a short or long rest. In addition, difficult terrain caused by roots, underbrush, and other natural forest terrain costs you no extra movement. You can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

NATURE'S ENDURANCE

At 10th level, your patron has suffused your body with a portion of its ability to withstand harmful magic. You gain resistance to damage from spells of a level you can cast or lower.

AVATAR OF THE WOOD

Starting at 14th level, you can channel the power of the forest to physically transform, taking on many of its aspects. Your legs, arms, and torso elongate, your body

THE OLD WOOD PATRON IN MIDGARD

Designers' Note: Warlocks of the Old Wood are the claws and teeth of the forest they serve. Their rarity has made them something of a myth, especially outside their woods, but these emissaries of the forest range as far and wide as their patron wills them.

The Margreve is the most well-known forest in Midgard but certainly not the only one to offer pacts. The Arbonesse, Gennecka, Ghostlight, Tomierran, and Wormwood are some of the other forests that can be patrons. Due to the symbiotic relationship with their patrons, a warlock of the Old Wood is exempt from forest-wide adverse effects such as the Margreve's omnipresent ability to siphon magic.

becomes covered in thick, dark bark, and branches sprout from your head as your hair recedes. You can transform as a bonus action and the transformation lasts 1 minute. While transformed, you gain the following benefits:

- Your Armor Class is 16 plus your Dexterity modifier.
- You gain tremorsense with a radius of 30 feet, and your attacks can reach 5 feet further.
- Your hands become claws, and you can use the Attack action to attack with the claws. You are proficient with the claws, and the claws count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. You add your Charisma modifier to your attack and damage rolls with the claws. The damage is slashing and the damage die is a d6. If you have the Pact of the Blade feature, your claw attack benefits from your invocations as if it was a pact weapon.
- Your Sap Magic feature changes to Arcasynthesis: When a spell of 5th level or lower is cast within 60 feet of you, you can use your reaction to synthesize the magic. The spell resolves as normal, but you have a 50% chance of regaining 1d10 hp per level of the spell cast.

  Once you use this feature, you can't use it again until you finish a short or long rest.

THE OLD WOOD AND YOUR PACT BOONS

When you select your pact boon at 3rd level, it is altered by your patron in the following ways:

Pact of the Chain. When you conjure your familiar or change its form, you can choose the form of an awakened shrub or child of the briar (*Tome of Beasts*, p. 56) in addition to the usual familiar choices.

Pact of the Blade. The blade of the Old Wood is a weapon made of wood and thorns and grows out of your palm. When you cast *shillelagh*, your Pact Blade is affected by the spell, regardless of the form your Pact Blade takes.

Pact of the Tome. The Old Wood grows a tome for you. The tome's cover is hardened bark from the forest's native trees, and its pages are leaves, whose color changes with the seasons. If you want to add a new spell to your book, you must first plant it in the ground. After 1 hour, the book emerges from the soil with the new spell inscribed on its leaves. If your tome is lost or destroyed, you must return to your patron forest for it to grow you a new one.

ELDRITCH INVOCATIONS

Here are new options for the warlock's Eldritch Invocations class feature. If an eldritch invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

Doom Hound

Prerequisite: 7th level, Pact of the Chain feature, Hunter in Darkness patron

As a bonus action, your familiar transforms into a more powerful creature for 1 minute. At 7th level and higher, it transforms into a dire wolf. At 12th level and higher, it transforms into a winter wolf. At 18th level and higher, it transforms into a hound of the night (*Tome of Beasts*, p. 251). You must finish a short or long rest before you can use this invocation on your familiar again.

Entangling Blast

Prerequisite: 5th level, eldritch blast *cantrip, Old Wood patron*

When you hit a creature with *eldritch blast*, the creature must succeed on a Dexterity saving throw or be grappled by roots, vines, and other vegetation until the end of its next turn. The DC for this saving throw and to escape this grapple is your spell save DC.

Extinguishing Blast

Prerequisite: eldritch blast *cantrip, Hunter in Darkness patron*

When you hit a creature with *eldritch blast*, you reduce the light surrounding it until the end of your next turn. If the creature is in bright light, the area within 10 feet of it becomes dim light. If the creature is in dim light, the area within 10 feet of it becomes darkness.

Forest-Trained

You gain proficiency in the Nature and Survival skills.

Green Thumb

Prerequisite: 5th level, Old Wood patron

You can cast *plant growth* once using a warlock spell slot. You can't do so again until you finish a long rest.

Knowledge of the Wood

Prerequisite: 15th level, Old Wood patron

When you are within 5 feet of a body of water in a forest, you can cast *scrying* on any creature in that forest at will, without expending a warlock spell slot.

LURKER IN GLOOM

Prerequisite: 7th level, Hunter in Darkness patron

As a reaction when you take damage while in dim light or darkness, you wrap shadows around yourself and have resistance to that instance of damage.

Once you use this invocation, you can't use it again until you finish a short or long rest.

NATURE'S ARMOR

Prerequisite: Old Wood patron

You can use your action to sprout hard thorns across your skin for 1 hour. For the duration, your Armor Class becomes 12 plus your Dexterity modifier, and, when a creature hits you with a melee weapon attack while within 5 feet of you, it takes piercing damage equal to half your warlock level. You must finish a short or long rest before you can use this invocation again.

PATIENT HUNTER

Prerequisite: Pact of the Tome feature, Hunter in Darkness patron

When you identify a creature's tracks using your tome, you have advantage on Wisdom (Perception) and Wisdom (Survival) checks to find and track the creature for the next 24 hours.

SHADOW ARROW

Prerequisite: 12th level, Pact of the Blade feature, Hunter in Darkness patron

When you hit a creature with an arrow shot from your pact weapon, you can fire a second, shadow arrow at the creature as a bonus action. If it hits, the shadow arrow deals necrotic damage equal to the damage of the first arrow.

SILENT STALKER

You gain proficiency in the Stealth and Survival skills.

SPEAKER FOR THE TREES

Prerequisite: 9th level, Old Wood patron

You can cast *speak with plants* at will, without expending a spell slot.

TOUCH OF THE FOREST

Prerequisite: 9th level, Old Wood patron

You can cast *awaken* once using a warlock spell slot. You can't do so again until you finish a long rest.

WIZARD

Among the shadow fey, few delights are as intoxicating as the thrill of the hunt. Shadow fey hunters particularly gifted in magic learned to weave their magic into their archery, birthing the Courser Mage Arcane Tradition.

ARCANE TRADITION: COURSER MAGE

A tradition more focused on stalking prey than reading dozens of books, courser mages generally choose more subtle spells that aid in finding or hiding from their enemies. They learn to imbue their arrows with spell energy to deliver more deadly shots.

STALKING SAVANT

At 2nd level, you gain proficiency with longbows and shortbows, and you gain proficiency in the Stealth skill. In addition, you can still perform the somatic components of wizard spells even when you have a longbow or shortbow in one or both hands.

UNSEEN ASSAILANT

Starting at 2nd level, as a bonus action, you can choose a target you can see within 60 feet of you and become invisible to that target until the start of your next turn. Once the effect ends, you can't use this feature on that target again until you finish a long rest.

SPELL ARROW

Beginning at 6th level, you can imbue an arrow you fire from a longbow or shortbow with magical energy. As a bonus action, you can expend a 1st-level spell slot to cause the next arrow you fire to magically deal an extra 2d4 force damage to the target on a hit. If you expend a spell slot of 2nd level or higher, the extra damage increases by 1d4 for each slot level above 1st.

PINPOINT WEAKNESS

Beginning at 10th level, when you hit a creature with an arrow imbued by your Spell Arrow feature, your next ranged weapon attack against that creature has advantage.

MULTITUDINOUS ARROWS

Starting at 14th level, you can attack twice, instead of once, whenever you take the Attack action with a longbow or shortbow on your turn. If you use your Spell Arrow feature, you can imbue both arrows with arcane power by expending one spell slot. If you imbue two arrows with this feature, you can't cast spells other than cantrips until the end of your next turn.

Background and Feats

Sometimes those native to the forests of Midgard are called by some great event to leave their villages or the forest itself. Though away from their homes, Forest Dwellers always carry the forest in their hearts.

Background: Forest Dweller

You are a creature of the forest, born and reared under a canopy of green. You expected to live all your days in the Margreve, at one with the green things of the world, until an unforeseen occurrence, traumatic or transformative, drove you from your familiar home and into the larger world. Civilization is strange to you, the open sky unfamiliar, and the bizarre ways of the so-called civilized world run counter to the truths of the Old Ways.

Skill Proficiencies: Nature, Survival

Tool Proficiencies: Woodcarver's tools, herbalism kit

Languages: Sylvan

Equipment: A set of common clothes, a hunting trap, a wood staff, a whetstone, an explorer's pack, and a pouch containing 5 gp

FEATURE: FORESTER

Your experience living, hunting, and foraging in the woods gives you a wealth of experience to draw upon when you are traveling within a forest. If you spend 1 hour observing, examining, and exploring your surroundings while in a forest, you are able to identify a safe location to rest. The area is protected from all but the most extreme elements and from the non-magical native beasts of the forest. In addition, you are able to find sufficient kindling for a small fire throughout the night.

SUGGESTED CHARACTERISTICS

Forest dwellers tend towards solitude, introspection, and self-sufficiency. You keep your own council, and you are more likely to watch from a distance than get involved in the affairs of others. You are wary, slow to trust, and cautious of depending on outsiders.

LIFE-CHANGING EVENT

You have lived a simple life deep in the sheltering boughs of the Margreve, be it as a trapper, farmer, or villager eking out a simple existence in the forest. But something happened that set you on a different path and marked you for greater things. Choose or randomly determine a defining event that caused you to leave your home for the wider world.

D8	EVENT
1	You were living within the Western forest when the cesspools of magical refuse expanded and drove away the game that sustained you. You had to move to avoid the prospect of a long, slow demise via starvation.
2	Your village was razed by a contingent of Ghost Knights from King Lucan of the Grand Duchy of Morgau. For reasons of its own, the Margreve protected and hid you from their raid.
3	The Night Cauldron of Chernobog has bolstered the ranks of the mindless undead within the Northern Swamps. A roving band of skeletons and zombies attacked your family while you were hunting.
4	You are an ardent believer in the Old Ways. When the people of your village abandoned those beliefs, you were cast out and expelled into the Margreve.
5	You wandered into the Margreve as a child and became lost. For inexplicable reasons, the forest took an interest in you. You have faint memories of a village and have had no contact with civilization in many years.
6	You were your village's premier hunter. They relied on you for game and without your contributions their survival in the winter was questionable. Upon returning from your last hunt, you found your village in ruins, as if decades had passed overnight.
7	Your quiet, peaceful, and solitary existence has been interrupted with dreams of the forest's destruction, and the urge to leave your home compels you to seek answers.
8	Once in a hidden glen, you danced with golden fey and forgotten gods. Nothing in your life since approaches that transcendent moment, cursing you with a wanderlust to seek something that could.

D8	PERSONALITY TRAIT
1	I will never forget being hungry in the winter. I field dress beasts that fall to blade or arrow so that I am never hungry again.
2	I may be alone in the forest, but I am only ever lonely in cities.
3	Walking barefoot allows me to interact more intuitively with the natural world.
4	The road is just another kind of wall. I make my own paths and go where I will.
5	Others seek the gods in temples and shrines, but I know their will is only revealed in the natural world, not an edifice constructed by so-called worshippers. I pray in the woods, never indoors.
6	What you call personal hygiene, I call an artificially-imposed distraction from natural living.
7	No forged weapon can replace the sheer joy of a kill accomplished only with hands and teeth.
8	Time lived alone has made me accustomed to talking loudly to myself, something I still do even when others are present.

D6	IDEAL
1	**Change**. As the seasons shift, so too does the world around us. To resist is futile and anathema to the natural order. (Chaotic)
2	**Conservation**. All life should be preserved and, if needed, protected. (Good)
3	**Acceptance**. I am a part of my forest, no different from any other flora and fauna. To think otherwise is arrogance and folly. When I die, it will be as a leaf falling in the woods. (Neutral)
4	**Cull**. The weak must be removed for the strong to thrive. (Evil)
5	**Candor**. I am open, plain, and simple in life, word, and actions. (Any)
6	**Balance**. The forest does not lie. The beasts do not create war. Equity in all things is the way of nature. (Neutral)

D6	BOND
1	When I lose a trusted friend or companion, I plant a tree upon their grave.
2	The voice of the forest guides me, comforts me, and protects me.
3	The hermit who raised me and taught me the ways of the forest is the most important person in my life.
4	I have a wooden doll, a tiny wickerman, that I made as a child and carry with me at all times.
5	I know that the ways of civilizations rise and fall. The forest and the Old Ways are eternal.
6	I am driven to protect the natural order from those that would disrupt it.

D6	FLAW
1	I am accustomed to doing what I like when I like. I'm bad at compromising, and I must exert real effort to make even basic conversation with other people.
2	I won't harm a beast without just cause or provocation.
3	Years of isolated living has left me blind to the nuances of social interaction. It is a struggle not to view every new encounter through the lens of fight or flight.
4	The decay after death is merely the loam from which new growth springs—and I enjoy nurturing new growth.
5	An accident that I caused incurred great damage upon my forest, and, as penance, I have placed myself in self-imposed exile.
6	I distrust the undead and the unliving, and I refuse to work with them.

VARIANT FOREST DWELLER: FERAL ONE

You abandoned civilization, or civilization abandoned you, for the forest long ago. Regardless of whether it was by choice or by chance, the effect on you is the same. You live, hunt, eat, and sleep in solitude. Caves are your shelter, the ground your bed, and the creatures of the forest your companions. You have learned that you can trust no one but yourself and that you will live, and ultimately die, by your skills, wits, and strength.

VARIANT FEATURE: THE FOREST PROVIDES

Having spent most of your life within the forest providing for yourself, you have learned how to forage, hunt, and fish well enough to ensure your survival in a forest. If you spend 2 hours investigating game trails, spoor, and foliage in a forest, you are able to procure enough food to feed yourself and up to four others for one day. In addition, you are able to determine if any water you find in the forest is potable.

Feats

The feats presented here reflect a character's connection to the forest or to the hunt. Even if the optional rules for feats are in use in your campaign, check with your GM before adding any of these options to your character.

Forest Denizen

You are familiar with the ways of the forest. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You can discern if a plant or fungal growth is safe to eat.
- You learn to speak, read, and write Sylvan.
- You have advantage on Strength (Athletics) and Dexterity (Acrobatics) checks you make to escape from being grappled or restrained as long as you are being grappled or restrained by nonmagical vegetation or a beast's action such as a giant frog's bite or a spider's web.

FOREST-BOUND

Prerequisite: Druid and the performance of a service as specified by the forest

You bind yourself to the forest for which you performed a service and gain the following benefits:

- Increase your Constitution or Wisdom score by 1, to a maximum of 20.
- You have advantage on Wisdom (Survival) checks made within your bound forest.
- You can cast spells with the "forest-bound" requirement as if you were a Circle of Oaks druid (see page 17). To prepare such a spell, it must be of a level for which you have spell slots. If the forest to which you are bound is ever destroyed or if you break your bond with the forest (such as through destruction of your forest), you lose access to these spells. At your GM's discretion, you can bind yourself to a new forest (if your forest was destroyed) or make amends to your bound forest (if you broke your bond).

FRIEND OF THE FOREST

After spending some time in forests, you have attuned yourself to the ways of the woods and the creatures in it. You learn the *treeheal* (see page 49) cantrip and two other druid cantrips of your choice. You also learn the *speak with animals* spell and can cast it once without expending a spell slot. Once you cast it, you must finish a short or long rest before you can cast it in this way again. Your spellcasting ability for these spells is Wisdom.

HARRIER

Prerequisite: The Shadow Traveler shadow fey trait or the ability to cast the misty step *spell*

You have learned to maximize the strategic impact of your misty step. You appear in a flash and, while your foe is disoriented, attack with deadly precision. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- When you use your Shadow Traveler trait or cast *misty step*, you have advantage on the next attack you make before the end of your turn.

STALKER

You are an expert at hunting prey. You are never more at home than when on a hunt, and your quarry rarely escapes you. You gain the following benefits:

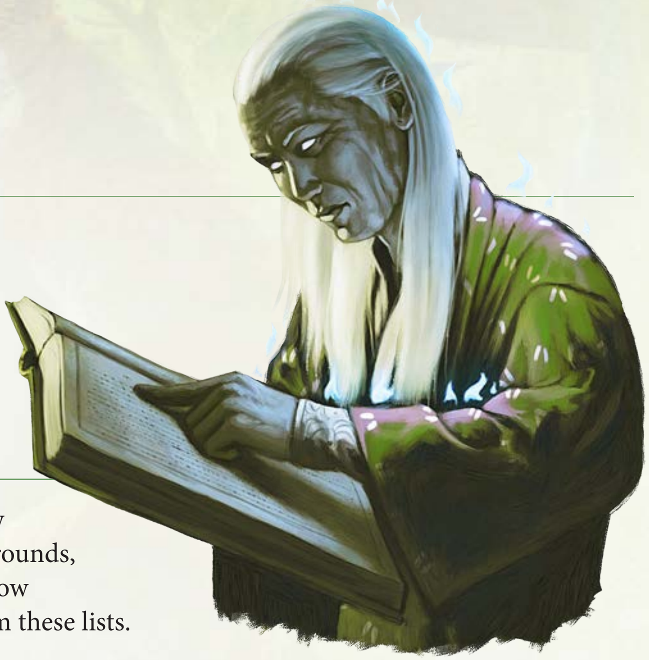
- You gain proficiency in the Stealth and Survival skills.
- You have advantage on Wisdom (Survival) checks made to track a creature you have seen in the past 24 hours.

STUNNING SNIPER

Prerequisite: Proficiency with a ranged weapon

You have mastered the use of ranged weapons to cripple your target from a distance. When you score a critical hit on a ranged attack roll, you can stun the target until the start of your next turn instead of doubling the damage.

Spells



Spells related to hunting or surviving in the Margreve and spells related to forestry in general are detailed here. The spells are listed in alphabetical order. Refer to specific spell lists to see which spells your character can use.

SPELL LISTS

The spell lists are organized by class. Some GMs might allow only spells associated with specific schools, domains, backgrounds, etc., or some GMs might throw the doors wide open and allow everything. Check with your GM before selecting spells from these lists.

BARD SPELLS

CANTRIPS (0 LEVEL)

Hamstring
Hobble

1ST LEVEL

Agonizing Mark

2ND LEVEL

Bleating Call
Shadow's Brand

3RD LEVEL

Legion of Rabid Squirrels

4TH LEVEL

Harry

5TH LEVEL

Maim

CLERIC SPELLS

CANTRIPS (0 LEVEL)

Hobble

1ST LEVEL

Agonizing Mark

2ND LEVEL

Shadow's Brand

4TH LEVEL

Harry

5TH LEVEL

Maim

DRUID SPELLS

CANTRIPS (0 LEVEL)

Hobble
Treeheal

1ST LEVEL

Agonizing Mark
Ambush
Bloodhound
Cure Beast
Forest Native
Illuminate Spoor
Mud Pack
Scentless
Tree Speak

2ND LEVEL

Mark Prey
Nip at the Heels
Revive Beast
Shadow Tree

3RD LEVEL

Blood Offering
Cynophobia
Going in Circles
Legion of Rabid Squirrels
Ley Disturbance
Monstrous Empathy
Tracer

4TH LEVEL

Harry
Hunting Stand
Looping Trail
Quick Time

5TH LEVEL

Conjure Fey Hound
Harrying Hounds
Lesser Ley Protection
Maim

6TH LEVEL

Conjure Forest Defender

7TH LEVEL

Greater Ley Protection

9TH LEVEL

Forest Sanctuary

RANGER SPELLS

1ST LEVEL

Agonizing Mark
Ambush
Bleed
Bloodhound
Cobra Fangs
Cure Beast
Hunter's Endurance
Illuminate Spoor
Mud Pack
Scentless

2ND LEVEL

Bestial Fury
Bleating Call
Instant Snare
Mark Prey
Nip at the Heels
Revive Beast
Shadow's Brand
Shadow Tree

3rd Level

- Blood Offering
- Cynophobia
- Going in Circles
- Legion of Rabid Squirrels
- Monstrous Empathy
- Tracer

4th Level

- Harry
- Heart-Seeking Arrow
- Hunting Stand
- Looping Trail
- Storm of Wings

5th Level

- Conjure Fey Hound
- Harrying Hounds
- Killing Fields
- Primal Infusion

SORCERER SPELLS

Cantrips (0 Level)

- Hamstring
- Hobble

1st Level

- Agonizing Mark
- Ambush
- Bloodhound
- Mud Pack
- Scentless

2nd Level

- Bleating Call
- Shadow's Brand
- Shadow Tree

3rd Level

- Blood Offering
- Cynophobia
- Going in Circles

4th Level

- Harry
- Looping Trail

5th Level

- Conjure Fey Hound
- Harrying Hounds
- Maim

WARLOCK SPELLS

Cantrips (0 Level)

- Hamstring
- Hobble

1st Level

- Bleed
- Hunter's Endurance

2nd Level

- Shadow's Brand

3rd Level

- Blood Offering
- Cynophobia
- Going in Circles

4th Level

- Looping Trail

5th Level

- Harrying Hounds

WIZARD SPELLS

Cantrips (0 Level)

- Hamstring
- Hobble

1st Level

- Agonizing Mark
- Ambush
- Bloodhound
- Mud Pack
- Scentless

2nd Level

- Bleating Call
- Shadow's Brand
- Shadow Tree

3rd Level

- Blood Offering
- Cynophobia
- Going in Circles

4th Level

- Harry
- Looping Trail

5th Level

- Conjure Fey Hound
- Harrying Hounds
- Maim

SPELL DESCRIPTIONS

All spells are listed in alphabetical order. Some of the spells indicate if they are limited to usage by only certain types of characters. For example, a spell labeled as "forest-bound" requires the spellcaster to be a Circle of Oaks druid who is bound to a forest. Similarly, some of the spells listed below are favored by shadow fey hunters and might be better suited for villains and NPCs rather than player characters. Check with your GM to find out which spells are allowed for your campaign.

AGONIZING MARK

1st-level evocation

Casting Time: 1 action

Range: 90 feet

Components: S

Duration: Concentration, up to 1 minute

You choose a creature you can see within range to mark as your prey, and a jagged ray of black energy issues forth from you. Until the spell ends, each time you deal damage to the target it must make a Charisma saving throw. On a failed save, it falls prone as its body is filled with torturous agony.

AMBUSH

1st-level illusion

Casting Time: 1 action

Range: Self

Components: S, M (a raven's feather or a bit of panther fur)

Duration: Concentration, up to 1 hour

The forest floor swirls and shifts around you to welcome you into its embrace. While in a forest, you have advantage on Dexterity (Stealth) checks to Hide. While hidden in a forest, you have advantage on your next Initiative check. The spell ends if you attack or cast a spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, you can affect one additional creature for each slot level above 1st. The spell ends if you or any target of this spell attacks or casts a spell.

BESTIAL FURY

2nd-level enchantment
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

You instill primal fury into a creature you can see within range. The target must make a Charisma saving throw; a creature can choose to fail this saving throw. On a failure, the target must use its action to attack its nearest enemy it can see with unarmed strikes or natural weapons. For the duration, the target's attacks deal an extra 1d6 damage of the same type dealt by its weapon, and the target can't be charmed or frightened. If there are no enemies within reach, the target can use its action to repeat the saving throw, ending the effect on a success.

This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 3nd level or higher, you can target one additional creature for each slot level above 2nd.

BLEATING CALL

2nd-level enchantment
Casting Time: 1 action
Range: 90 feet
Components: S, M (a bit of fur or hair from a young beast or humanoid)
Duration: 1 minute

You create a sound on a point within range. The sound's volume can range from a whisper to a scream, and it can be any sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

Each creature that starts its turn within 30 feet of the sound and can hear it must make a Wisdom saving throw. On a failed save, the target must take the Dash or Disengage action and move toward the sound by the safest available route on each of its turns. When it arrives to the source of the sound, the target must use its action to examine the sound. Once it has examined the sound, the target determines the sound is illusory and can no longer hear it, ending the spell's effects on that target and preventing the target from being affected by the sound again for the duration of the spell. If a target takes damage from you or a creature friendly to you, it is no longer under the effects of this spell.

Creatures that can't be charmed are immune to this spell.

BLEED

1st-level necromancy
Casting Time: 1 bonus action
Range: Self
Components: V, S, M (a drop of blood)
Duration: Concentration, up to 1 minute

Crackling energy coats the blade of one weapon you are carrying that deals slashing damage. Until the spell ends, when you hit a target with the weapon, the weapon deals an extra 1d4 necrotic damage and the target must succeed on a Constitution saving throw. On a failed save, the target suffers a bleeding wound. Each time you hit a target with this weapon while the target suffers from a bleeding wound, your weapon deals an extra 1 necrotic damage for each time you have previously hit the target with this weapon (to a maximum of 10 necrotic damage).

Any creature can take an action to stanch the bleeding wound with a successful Wisdom (Medicine) check against your spell save DC. The wound also closes if the target receives magical healing. This spell has no effect on undead or constructs.

BLOODHOUND

1st-level transmutation
Casting Time: 1 action
Range: Touch
Components: V, S, M (a drop of ammonia)
Duration: 8 hours

You touch a willing creature to grant it an enhanced sense of smell. For the duration, that creature has advantage on Wisdom (Perception) checks that rely on smell and on Wisdom (Survival) checks to follow tracks.

At Higher Levels. When you cast this spell using a 3rd-level spell slot, you also grant the target blindsight out to a range of 30 feet for the duration. The target can't use its blindsight while unable to smell, and it has disadvantage on saving throws related to strong smells such as a ghast's Stench trait.

BLOOD OFFERING

3rd-level necromancy
Casting Time: 1 minute
Range: Touch
Components: V, S, M (at least 1 cubic inch of flesh from the target corpse, which the spell consumes)
Duration: Instantaneous

You touch the corpse of a target creature that isn't undead or a construct and consume its life force. You must have dealt damage to the creature before it died, and it must have been dead for no more than 1 hour. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

You regain 1d4 hit points per CR of the target creature (minimum of 1d4).

COBRA FANGS

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a drop of snake venom or a patch of snakeskin)

Duration: 1 minute

The spell causes the target to grow great, snake-like fangs. An unwilling creature must make a Wisdom saving throw to avoid the effect. The spell fails if the target already has a bite attack that deals poison damage.

If the target doesn't have a bite attack, it gains one. The target is proficient with the bite, and it adds its Strength modifier to the attack and damage rolls. The damage is piercing and the damage die is a d4.

When the target hits a creature with its bite attack, the creature must make a Constitution saving throw, taking 3d6 poison damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the target's bite counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

CONJURE FEY HOUND

5th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a wooden or metal whistle)

Duration: Concentration, up to 1 hour

You summon a fey hound to fight by your side. A hound of the night (*Tome of Beasts*, p. 251) appears in an unoccupied space that you can see within range. The hound disappears when it drops to 0 hit points or when the spell ends.

The summoned hound is friendly to you and your companions. Roll initiative for the summoned hound, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the hound, it stands by your side and attacks nearby creatures that are hostile to you but otherwise takes no actions.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you summon two hounds. When you cast this spell using a 9th-level spell slot, you summon three hounds.

CONJURE FOREST DEFENDER

6th-level conjuration (forest-bound)

Casting Time: 1 hour

Range: 30 feet

Components: V, S, M (one humanoid body, which the spell consumes)

Duration: Until destroyed

When you cast this spell in a forest, you fasten sticks and twigs around a body. The body comes to life as a forest defender, which uses the statistics of a vine golem (*Tales of the Old Margreve*, p. 189). The forest defender is friendly to you and your companions. Roll initiative for the forest defender, which has its own turns. It obeys any verbal or mental commands that you issue to it (no action required by you), as long as you remain within the forest defender's line of sight. If you don't issue any commands to the forest defender, if you are out of its line of sight, or if you are unconscious, it defends itself from hostile creatures but otherwise takes no actions. A body sacrificed to form the forest defender is permanently destroyed and can be restored to life only by means of a *true resurrection* or a *wish* spell. You can have only one forest defender under your control at a time. If you cast this spell again, the previous forest defender crumbles to dust.

At Higher Levels. When you cast this spell using a 9th level spell slot, you summon two forest defenders instead of one, and you can control up to two forest defenders at a time.

CURE BEAST

1st-level evocation

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A beast of your choice that you can see within range regains a number of hit points equal to 1d6 + your spellcasting modifier.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d6 for each slot level above 1st.

CYNOPHOBIA

3rd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a dog's tooth)

Duration: 8 hours

Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or develop an overriding fear of canids, such as dogs, wolves, foxes, and worgs. For the duration, the first time the target sees a canid, the target must succeed on a Wisdom saving throw or become frightened of that canid until the end of its next turn. Each time the target sees a different canid, it must make the saving throw. In addition, the target has disadvantage on ability checks and attack rolls while a canid is within 10 feet of it.

At Higher Levels. When you cast this spell using a 5th-level spell slot, the duration is 24 hours. When you use a 7th-level spell slot, , the duration is 1 month. When you use a spell slot of 8th level or higher, the spell lasts until it is dispelled.

FOREST NATIVE

1st-level transmutation (forest-bound)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a clump of soil taken from the forest)

Duration: 1 hour

While in a forest, you touch a willing creature and infuse it with the forest's energy, creating a bond between the creature and the forest. For the duration of the spell, if the creature is within the forest, difficult terrain composed of natural, nonmagical vegetation doesn't cost it extra movement. In addition, the creature has advantage on saving throws against environmental effects such as excessive heat or cold or high altitude.

FOREST SANCTUARY

9th-level abjuration (forest-bound)

Casting Time: 1 minute

Range: 300 feet

Components: V, S, M (a bowl of fresh rainwater and a tree branch from the target forest)

Duration: 24 hours

While in a forest, you create a protective, 200-foot cube on a point you can see within range. The atmosphere inside the cube has the lighting, temperature, and moisture that is most ideal for the forest, regardless of the lighting or weather outside the area. The cube is transparent and creatures and objects can move freely through it. The cube protects the area inside it from storms, strong winds, and floods, including those created by magic such as *control weather, control water, meteor swarm*, or *ley storm*. Such spells can't be cast while the spellcaster is within the cube. An elemental creature with storm-like traits (such as an elemental lord's Tempest trait) has those traits suppressed while within the area.

You can create a permanently protected area by casting this spell at the same location every day for one year.

GOING IN CIRCLES

3rd-level illusion

Casting Time: 10 minutes

Range: Sight

Components: V, S, M (a piece of the target terrain)

Duration: 24 hours

You make natural terrain in a 1 mile cube difficult to traverse. A creature in the affected area has disadvantage on Wisdom (Survival) checks to follow tracks or travel safely through the area as paths through the terrain seem to twist and turn nonsensically. The terrain itself isn't changed, only the perception of those inside it. A creature who succeeds on two Wisdom (Survival) checks while within the terrain discerns the illusion for what it is and sees the illusory twists and turns superimposed on the terrain. A creature that re-enters the area after exiting it before the spell ends is affected by the spell even if it previously succeeded in traversing the terrain. A creature with truesight can see through the illusion and is unaffected by the spell. A creature that casts *find the path* automatically succeeds in discovering a way out of the terrain.

When you cast this spell, you can designate a password. A creature that speaks the password as it enters the area automatically sees the illusion and is unaffected by the spell.

If you cast this spell on the same spot every day for one year, the illusion lasts until it is dispelled.

GREATER LEY PROTECTION

7th-level abjuration (forest-bound)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a 20-foot cube of antimagic within range that specifically protects against ley line magic. Ley line spells and magical effects up to level 7 that target a creature within the cube have no effect on that target.

Any active ley line spells or magical effects up to level 7 on a creature or an object in the cube is suppressed while the creature or object is in it. The area of a ley line spell or magical effect up to level 7 can't extend into the cube. If the cube overlaps an area of ley line magic, such as *greater ley pulse*, the part of the area that is covered by the cube is suppressed. The cube has no effect on other types of magic or spells. You can exclude specific individuals within the cube from the protection.

At Higher Levels. When you cast this spell using a spell slot of 9th level or higher, its duration is concentration, up to 1 hour.

HAMSTRING

Evocation cantrip

Casting Time: 1 action
Range: 60 feet
Components: S
Duration: Instantaneous

You create a barbed arrow of eldritch energy and send it at a target you can see within range. Make a ranged spell attack against the target. On a hit, the target takes 1d4 force damage, and it can't take reactions until the end of its next turn.

The spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

HARRY

4th-level enchantment

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a bit of fur from a game animal)
Duration: Concentration, up to 1 hour

You instill an irresistible sense of insecurity and terror in the target. The target must make a Wisdom saving throw. On a failed save, the target has disadvantage on Dexterity (Stealth) checks to avoid your notice and is frightened of you while you are within its line of sight. While you are within 1 mile of the target, you have advantage on Wisdom (Survival) checks to track the target, and the target can't take a long rest, terrified you are just around the corner. The target can repeat the saving throw once every 10 minutes, ending the spell on a success.

On a successful save, the target isn't affected, and you can't use this spell against it again for 24 hours.

At Higher Levels. When you cast this spell with a 6th-level spell slot, the duration is concentration, up to 8 hours and the target can repeat the saving throw once each hour. When you use a spell slot of 8th level or higher, the duration is concentration, up to 24 hours, and the target can repeat the saving throw every 8 hours.

HARRYING HOUNDS

5th-level enchantment

Casting Time: 1 action
Range: 180 feet
Components: V, S, M (a tuft of fur from a hunting dog)
Duration: 8 hours

When you cast this spell, choose a direction (north, south, northeast, etc.). Each creature in a 20-foot-radius sphere centered on a point you choose within range must succeed on a Wisdom saving throw when you cast this spell or be affected by it.

When an affected creature travels, it travels at a fast pace in the opposite direction of the direction you chose as it believes a pack of dogs or wolves follows it from the chosen direction. When an affected creature isn't traveling, it is frightened of your chosen direction. The affected creature occasionally hears howls or sees glowing eyes in the darkness at the edge of its vision in that direction. An affected creature will not stop at a destination, instead pacing half-circles around the destination until the effect ends, terrified the pack will overcome it if it stops moving. An affected creature can make a Wisdom saving throw at the end of each 4-hour period, ending the effect on itself on a success.

An affected creature moves along the safest available route, unless it has nowhere to move such as if it arrives to the edge of a cliff. When an affected creature can't safely move in the opposite direction of your chosen direction, it cowers in place, defending itself from hostile creatures but otherwise takes no actions. In such circumstances, the affected creature can repeat the saving throw every minute, ending the effect on itself on a success. The spell's effect is suspended when an affected creature is engaged in combat, allowing it to move as necessary to face hostile creatures.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the duration increases by 4 hours for each slot level above 5th. If an affected creature travels for more than 8 hours, it risks exhaustion as if on a forced march.

HEART-SEEKING ARROW

4th-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you make a ranged weapon attack during the spell's duration, the weapon's ammunition, or the weapon itself if it's a thrown weapon, seeks its target's vital organs. Make the attack roll as normal. On a hit, the weapon deals an extra 6d6 damage of the same type dealt by the weapon, or half as much damage on a miss as it streaks unerringly toward its target. If this attack reduces the target to 0 hit points, the target has disadvantage on its next death saving throw, and, if it dies, it can be restored to life only by means of a *true resurrection* or a *wish* spell. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the extra damage on a hit increases by 1d6 for each slot level above 4th.

HOBBLE

Evocation cantrip

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S, M (a broken rabbit's foot)

Duration: Instantaneous

You create an ethereal trap in the space of a target you can see within range. The target must succeed on a Dexterity saving throw or its speed is halved until the end of its next turn.

HUNTER'S ENDURANCE

1st-level enchantment

Casting Time: 1 minute

Range: Self

Components: V, S, M (a fingernail, lock of hair, bit of fur, or drop of blood from the target, if unfamiliar)

Duration: 24 hours

You call on the land to sustain you as you hunt your quarry. Describe or name a creature that is familiar to you. If you aren't familiar with the target creature, you must use a fingernail, lock of hair, bit of fur, or drop of blood from it as a material component to target that creature with this spell.

Until the spell ends, you have advantage on all Wisdom (Perception) and Wisdom (Survival) checks to find and track the target, and you must actively pursue the target as if under a *geas*. In addition, you don't suffer from exhaustion levels you gain from pursuing your quarry, such as from lack of rest or environmental hazards between you and the target, while the spell is active. When the spell ends, you suffer from all levels of exhaustion that were suspended by the spell. The spell ends only after 24 hours, when the target is dead, when the target is on a different plane, or when the target is restrained in your line of sight.

HUNTING STAND

4th-level conjuration

Casting Time: 1 minute

Range: 120 feet

Components: V, S, M (a crude model of the stand)

Duration: 8 hours

You make a 10-foot-cube camouflaged shelter nestled in the branches of a tree or among a collection of stones. The shelter can hold as many as twelve Medium or smaller creatures. The atmosphere inside the shelter is comfortable and dry, regardless of the weather outside. The shelter's camouflage provides a modicum of concealment to its inhabitants. A creature outside the

shelter has disadvantage on Wisdom (Perception) and Intelligence (Investigation) checks to detect or locate a creature within the shelter.

ILLUMINATE SPOOR

1st-level divination

Casting Time: 1 action

Range: Touch

Components: V, S, M (a firefly)

Duration: Concentration, up to 1 hour

You touch a set of tracks created by a single creature. That set of tracks and all other tracks made by the same creature give off a faint glow. You and up to three creatures you designate when you cast this spell can see the glow. A creature that can see the glow automatically succeeds on Wisdom (Survival) checks to track that creature. If the tracks are covered by obscuring objects such as leaves or mud, you and the creatures you designate have advantage on Wisdom (Survival) checks to follow the tracks.

If the creature leaving the tracks changes its tracks, such as by adding or removing footwear, the glow stops where the tracks change. Until the spell ends, you can use an action to touch and illuminate a new set of tracks.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration is concentration, up to 8 hours. When you use a spell slot of 5th level or higher, the duration is concentration, up to 24 hours.

INSTANT SNARE

2nd-level abjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a loop of twine)

Duration: 24 hours

You create a snare on a point you can see within range. You can leave the snare as a magical trap, or you can use your reaction to trigger the trap when a Larger or smaller creature you can see moves within 10 feet of the snare. If you leave the snare as a trap, a creature must succeed on an Intelligence (Investigation) or Wisdom (Perception) check against your spell save DC to find the trap.

When a Large or smaller creature moves within 5 feet of the snare, the trap triggers. The creature must succeed on a Dexterity saving throw or be magically pulled into the air. The creature is restrained and hangs upside down 5 feet above the snare's location for 1 minute. A restrained creature can repeat the saving throw at the end of each of its turns, escaping the snare on a success. Alternatively, a creature, including the restrained target, can use its action to make an Intelligence (Arcana) check against your spell save DC. On a success, the restrained creature is freed, and the snare resets itself 1 minute later. If the creature succeeds on the check by 5 or more, the snare is destroyed instead.

This spell alerts you with a ping in your mind when the trap is triggered if you are within 1 mile of the snare. This ping awakens you if you are sleeping.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can create one additional snare for each slot level above 3rd. When you receive the mental ping that a trap was triggered, you know which snare was triggered if you have more than one.

KILLING FIELDS

5th-level transmutation

Casting Time: 10 minutes

Range: 300 feet

Components: V, S, M (a game animal, which must be sacrificed as part of casting the spell)

Duration: 24 hours

You invoke primal spirits of nature to transform natural terrain in a 100-foot cube in range into a private hunting preserve. The area can't include manufactured structures and if such a structure exists in the area, the spell ends.

While you are conscious and within the area, you are aware of the presence and direction, though not exact location, of each beast and monstrosity with an Intelligence of 3 or lower in the area. When a beast or monstrosity with an Intelligence of 3 or lower tries to leave the area, it must make a Wisdom saving throw. On a failure, it is disoriented, uncertain of its surroundings or direction, and remains within the area for 1 hour. On a success, it leaves the area.

When you cast this spell, you can specify individuals that are helped by the area's effects. All other creatures in the area are hindered by the area's effects. You can also specify a password that, when spoken aloud, gives the speaker the benefits of being helped by the area's effects.

Killing fields creates the following effects within the area.

Pack Hunters. A helped creature has advantage on attack rolls against a hindered creature if at least one helped ally is within 5 feet of the hindered creature and the helped ally isn't incapacitated.

Slaying. Once per turn, when a helped creature hits with any weapon, the weapon deals an extra 1d6 damage of the same type dealt by its weapon to a hindered creature.

Tracking. A helped creature has advantage on Wisdom (Survival) and Dexterity (Stealth) checks against a hindered creature.

You can create a permanent killing field by casting this spell in the same location every day for one year. Structures built in the area after the killing field is permanent don't end the spell.

LEGION OF RABID SQUIRRELS

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an acorn or nut)

Duration: Concentration, up to 1 minute

While in a forest, you call a legion of rabid squirrels from the nearby trees on a point you can see within range. The squirrels form into a swarm that uses the statistics of a swarm of poisonous snakes, except it has a climbing speed of 30 feet rather than a swimming speed. The legion of squirrels is friendly to you and your companions. Roll initiative for the legion, which has its own turns. The legion of squirrels obeys your verbal commands (no action required by you). If you don't issue any commands to the legion, it defends itself from hostile creatures, but otherwise takes no actions. If you command it to move further than 60 feet from you, the spell ends and the legion disperses back into the forest. A canid, such as a dog, wolf, fox, or worg, has disadvantage on attack rolls against targets that are not the legion of rabid squirrels while the swarm is within 60 feet of the canid. When the spell ends, the squirrels disperse back into the forest.

The GM has the creature's statistics.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the legion's poison damage increases by 1d6 for each slot level above 3rd.

LESSER LEY PROTECTION

5th-level abjuration (forest-bound)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a 10-foot cube of antimagic within range that specifically protects against ley line magic. Ley line spells and magical effects up to level 5 that target a creature within the cube have no effect on that target. Any active ley line spells or magical effects up to level 5 on a creature or an object in the cube is suppressed while the creature or object is in it. The area of a ley line spell or magical effect up to level 5 can't extend into the cube. If the cube overlaps an area of ley line magic, such as *lesser ley pulse*, the part of the area that is covered by the cube is suppressed. The cube has no effect on other types of magic or spells. You can exclude specific individuals within the cube from the protection.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, its duration is concentration, up to 1 hour.

LEY DISTURBANCE

3rd-level divination (forest-bound)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

While in your bound forest, you tune your senses to any disturbances of ley energy flowing through it. For the duration, you are aware of any ley line manipulation or ley spell casting within 5 miles of you. You know the approximate distance and general direction to each disturbance within that range, but you don't know its exact location. This doesn't allow you to locate the ley lines themselves, just any use or modification of them.

LOOPING TRAIL

4th-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a piece of rope twisted into a loop)

Duration: 8 hours

You touch a trail no more than 1 mile in length, reconfiguring it to give it switchbacks and curves that make the trail loop back on itself. For the duration, the trail makes subtle changes in its configuration and in the surrounding environment to give the impression of forward progression along a continuous path.

A creature on the trail must succeed on a Wisdom (Survival) check to notice the trail is leading it in a closed loop.

MAIM

5th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Your hands become black claws bathed in necrotic energy. Make a melee spell attack against a creature you can reach. On a hit, the target takes 4d6 necrotic damage and a section of its body of your choosing withers:

Upper Limb. The target has disadvantage on Strength ability checks, and, if it has the Multiattack action, it has disadvantage on its first attack roll each round.

Lower Limb. The target's speed is reduced by 10 feet, and it has disadvantage on Dexterity ability checks.

Body. Choose one damage type: bludgeoning, piercing, or slashing. The target loses its resistance to that damage type. If the target doesn't have resistance to the chosen damage type, it is vulnerable to that damage type instead.

The effect is permanent until removed by *remove curse*, *greater restoration*, or similar magic.

MARK PREY

2nd-level divination

Casting Time: 1 bonus action

Range: 120 feet

Components: V

Duration: Concentration, up to 1 hour

You choose a creature you can see within range as your prey. Until the spell ends, you have advantage on Wisdom (Perception) and Wisdom (Survival) checks to find or track your prey. In addition, the target is outlined in light that only you can see. Any attack roll you make against your prey has advantage if you can see it, and your prey can't benefit from being invisible against you. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn to mark a new target as your prey.

At Higher Levels. When you cast this spell using a spell slot of 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

MONSTROUS EMPATHY

3rd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a morsel of food)

Duration: 24 hours

This spell lets you forge a connection with a monstrosity. Choose a monstrosity that you can see within range. It must see and hear you. If the monstrosity's Intelligence is 4 or higher, the spell fails. Otherwise, the monstrosity must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can affect one additional monstrosity for each slot level above 3rd.

MUD PACK

1st-level conjuration (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a clump of mud)

Duration: 1 hour

This spell covers you or a willing creature you touch in mud consistent with the surrounding terrain. For the duration, the spell protects the target from extreme cold and heat, allowing the target to automatically succeed on Constitution saving throws against environmental hazards related to temperature. In addition, the target has advantage on Dexterity (Stealth) checks while traveling at a slow pace in the terrain related to the component for this spell.

If the target is subject to heavy precipitation for 1 minute, the precipitation removes the mud, ending the spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration is 8 hours and you can target up to ten willing creatures within 30 feet of you.

NIP AT THE HEELS

2nd-level illusion

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a dog's tooth)

Duration: 1 minute

You create an illusory pack of wild dogs that bark and nip at a target. Choose one creature that you can see within range to make a Wisdom saving throw. If it fails, the target has disadvantage on ability checks and attack rolls for the duration, as it is distracted by the dogs. At the end of each of its turns, the target can make a Wisdom saving throw. On a success, the spell ends. A target that is at least 10 feet off the ground (in a tree, flying, etc.) has advantage on the saving throw, staying just out of range of the jumping and barking dogs.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

PRIMAL INFUSION

5th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a bit of fur from a carnivorous animal)

Duration: Concentration, up to 1 minute

You channel the fury of nature, drawing on its power. Until the spell ends, you gain the following benefits:

- You gain 30 temporary hit points. If any of these remain when the spell ends, they are lost.
- You have advantage on attack rolls when one of your allies is within 5 feet of the target and the ally isn't incapacitated.
- Your weapon attacks deal an extra 1d10 damage of the same type dealt by the weapon on a hit.
- You gain a +2 bonus to AC.
- You have proficiency in Constitution saving throws.

QUICK TIME

4th-level conjuration (forest-bound)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (any seed)

Duration: Instantaneous

Just as the forest sees animals and people moving very rapidly compared to its own sense of time, you make the target move rapidly in time compared to you. The target increases in age by 1 year. For example, you can plant a seed and cast this spell, causing the plant to rapidly sprout up from the soil, or you can cast this spell on a newly-hatched duckling, causing it to become a full-grown duck. If the target is a creature with an Intelligence of 3 or higher, it must succeed on a Constitution saving throw to resist the aging. It can choose to fail the saving throw.

If the target is a nonmagical weapon, it ages and takes a permanent and cumulative −1 penalty to damage rolls. If its penalty drops to −5, the weapon is destroyed. If the target is nonmagical armor or a shield, it ages and takes a permanent and cumulative −1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object is being worn or carried, the creature wearing or carrying it must succeed on a Dexterity saving throw to avoid the corrosion.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you increase the target's age by one additional year or increase the cumulative penalty to a weapon's damage or an armor's AC by 1 for each slot level above 4th.

REVIVE BEAST

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (emeralds worth 100 gp, which the spell consumes)

Duration: Instantaneous

You touch a beast that has died within the last minute. That beast returns to life with 1 hit points. This spell can't return to life a beast that has died of old age, nor can it restore any missing body parts.

SCENTLESS

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (1 ounce of pure water)

Duration: 1 hour

You touch a willing creature or object that is not being worn or carried. For the duration, the target gives off no odor. A creature that relies on smell has disadvantage on Wisdom (Perception) checks to detect the target and Wisdom (Survival) checks to track the target. The target is invisible to a creature that relies solely on smell to sense its surroundings. This spell has no effect on targets with unusually strong scents, such as ghasts.

SHADOW'S BRAND

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: S

Duration: Until dispelled

You draw a rune or inscription no larger than your hand on the target. The target must succeed on a Constitution saving throw or be branded with the mark on a location of your choosing. The brand appears as an unintelligible mark to most creatures. Those who understand the Umbral language recognize it as a mark indicating the target is an enemy of the shadow fey. Shadow fey who view the brand see it outlined in a faint glow. The brand can be hidden by mundane means, such as clothing, but it can be removed only by the *remove curse* spell.

While branded, the target has disadvantage on ability checks when interacting socially with shadow fey.

SHADOW TREE

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a willow branch)

Duration: 10 minutes

This spell temporarily draws a willow tree from the Shadow Realm to the location you designate within range. The tree is 5 feet in diameter and 20 feet tall.

When you cast the spell, you can specify individuals who can interact with the tree. All other creatures see the tree as a shadow version of itself and can't grasp or climb it, passing through its shadowy substance. A creature that can interact with the tree and that has Sunlight Sensitivity or Sunlight Hypersensitivity is protected from sunlight while within 20 feet of the tree. A creature that can interact with the tree can climb into its branches, which gives the creature half cover.

STORM OF WINGS

4th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a drop of honey)

Duration: Concentration, up to 1 minute

You create a storm of spectral birds, bats, or flying insects in a 15-foot-radius sphere on a point you can see within range. The storm spreads around corners, and its area is lightly obscured. Each creature in the storm when it appears and each a creature that starts its turn in the storm is affected by the storm.

As a bonus action on your turn, you can move the storm up to 30 feet. As an action on your turn, you can change the storm from one type to another, such as from a storm of bats to a storm of insects.

Bats. The creature takes 4d6 necrotic damage, and its speed is halved while within the storm as the bats cling to it and drain its blood.

Birds. The creature takes 4d6 slashing damage, and it has disadvantage on attack rolls while within the storm as the birds fly in the way of the creature's attacks.

Insects. The creature takes 4d6 poison damage, and it must make a Constitution saving throw each time it casts a spell while within the storm. On a failure, the creature fails to cast the spell, losing the action but not the spell slot.

TRACER

3rd-level divination

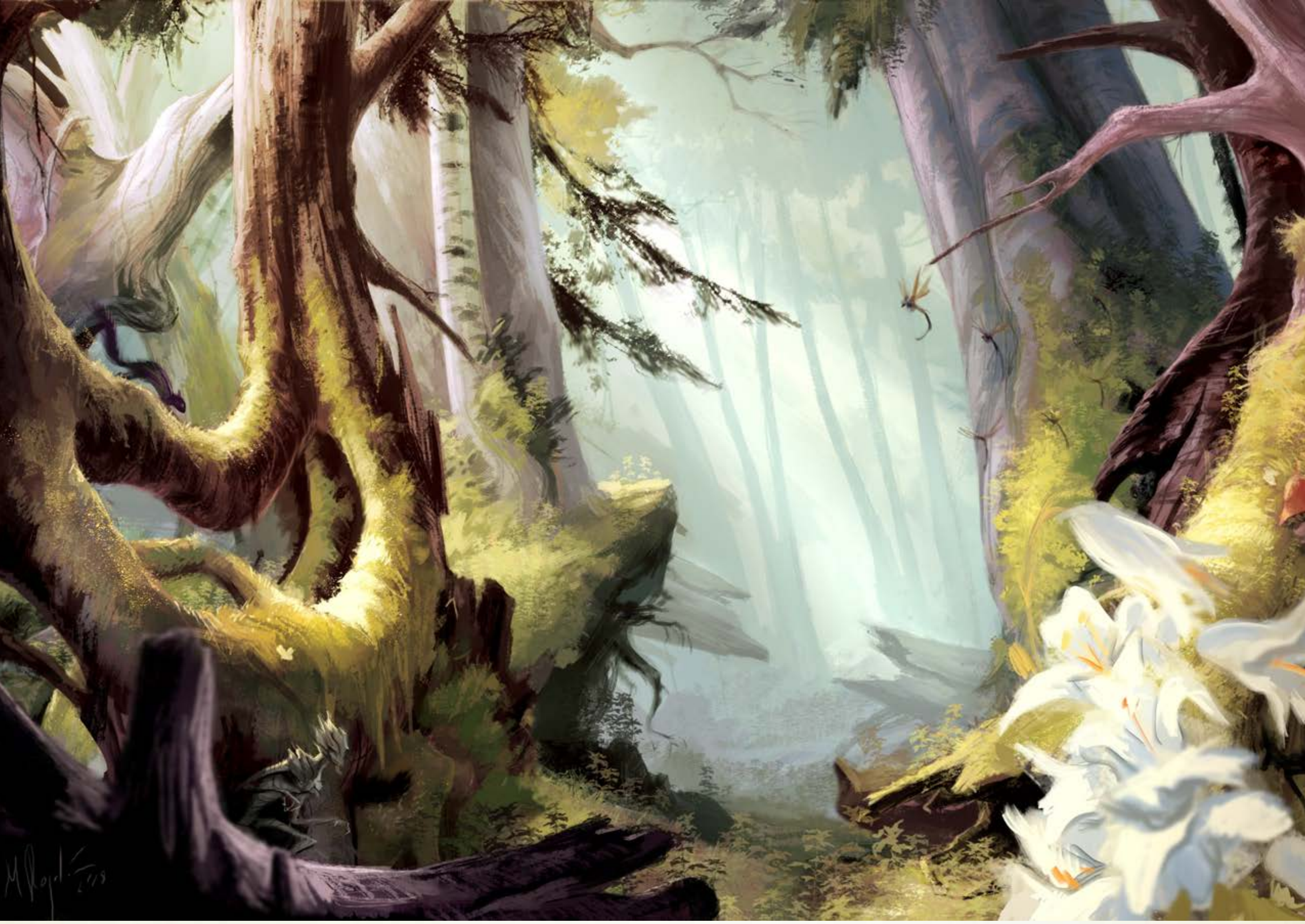
Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a drop of bright paint)

Duration: 8 hours

When you cast this spell and as a bonus action on each of your turns until the spell ends, you can imbue a piece of ammunition you fire from a ranged weapon with a tiny, invisible beacon. If a ranged attack roll with an imbued piece of ammunition hits a target, the beacon is transferred to the target. The weapon that fired the ammunition is attuned to the beacon and becomes warm to the touch when it points in the direction of the target as long as the target is on the same plane of existence as you. You can have only one *tracer* target at a time. If you put a *tracer* on a different target, the effect on the previous target ends.



A creature must succeed on an Intelligence (Arcana) check against your spell save DC to notice the magical beacon.

TREE HEAL

Evocation cantrip

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You touch a plant and it regains 1d4 hit points. Alternatively, you can cure it of one disease or remove pests from it. Once you cast this spell on a plant or plant creature, you can't cast it on that target again for 24 hours. This spell can be used only on plants and plant creatures.

TREE SPEAK

1st-level divination

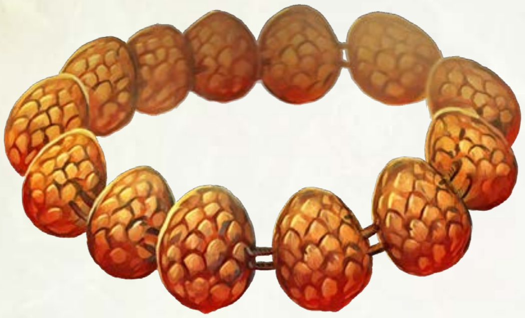
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 1 minute

You touch a tree and ask it one question about anything that might have happened in its immediate vicinity (such as, "Who passed by here?"). You get a mental sensation of the response, which takes the duration of the spell. Trees do not have a human sense of time, so the tree might answer with something that happened last night or a hundred years ago. The sensation you receive may include sight, hearing, vibration, or smell, all from the perspective of the tree. Trees are particularly attentive to anything which may harm the forest and always report such activities when questioned.

If you cast this spell on a tree that contains a merged Circle of Oaks druid or other creature that can merge with trees, such as a dryad, you can freely communicate with the merged creature for the duration of the spell.

Magic Items

These magic items are found throughout the Margreve, many of which were crafted and traded by the piney people to others in the forest.



BRACELET OF THE FIRE TENDER

Wondrous item, uncommon

This piney bracelet is made of twelve small, roasted pinecones lashed together with lengths of dried sinew. It smells of pine and woodsmoke. It is uncomfortable to wear over bare skin.

While wearing this bracelet, you do not have disadvantage on Wisdom (Perception) checks that rely on sight when looking in areas lightly obscured by nonmagical smoke or fog.

CHARM OF RESTORATION

Wondrous item, common

This fist-sized ball of tightly-wound green fronds contains the bark of a magical piney plant with curative properties. A natural loop is formed from one of the fronds, allowing the charm to be hung from a pack, belt, or weapon pommel.

As long as you carry this charm, whenever you are targeted by a spell or magical effect that restores your hit points, you regain an extra 1 hit point.

CIRCLET OF HOLLY

Wondrous item, uncommon (requires attunement)

While wearing this circlet, you gain the following benefits:

Language of the Fey. You speak and understand Sylvan.

Friend of the Fey. You have advantage on ability checks to interact socially with fey creatures.

Poison Sense. You know if any food or drink you are holding contains poison.

MOON THROUGH THE TREES

Wondrous item, rare (requires attunement)

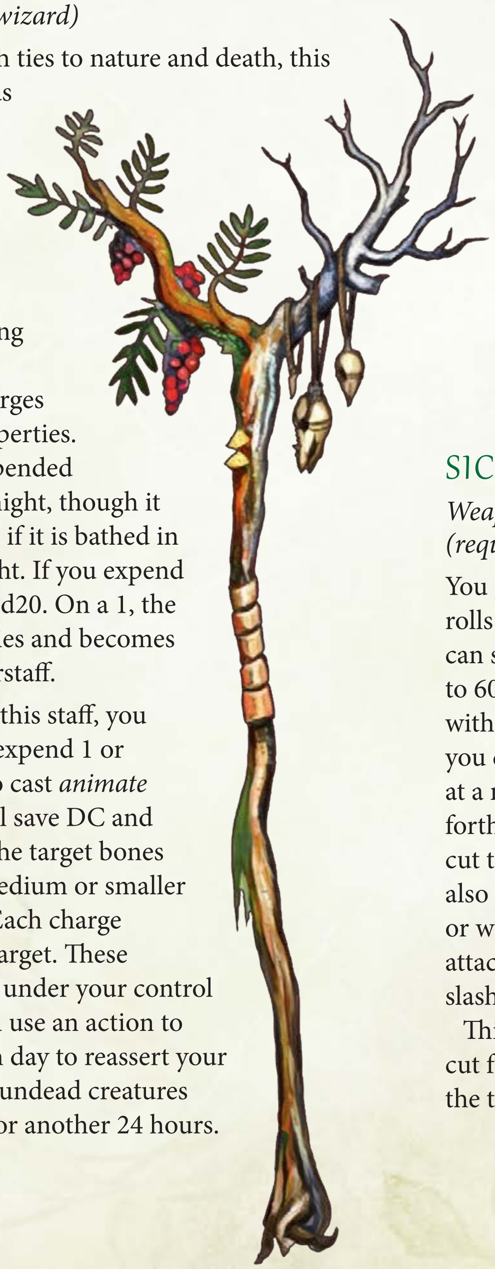
This piney charm is comprised of six polished river stones bound into the shape of a star with glue made from the connective tissues of animals. The reflective surfaces of the stones shimmer with a magical iridescence.

While you are within 20 feet of a living tree, you can use a bonus action to become invisible for 1 minute. While invisible, you can use a bonus action to become

visible. If you do, each creature of your choice within 30 feet of you must succeed on a DC 15 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this charm's blinding feature for the next 24 hours.

ROWAN STAFF

Staff, very rare (requires attunement by a cleric, druid, sorcerer, warlock, or wizard)



Favored by those with ties to nature and death, this staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it. While holding it, you have an advantage on saving throws against spells.

The staff has 10 charges for the following properties. It regains 1d4 + 1 expended charges daily at midnight, though it regains all its charges if it is bathed in moonlight at midnight. If you expend the last charge, roll a d20. On a 1, the staff loses its properties and becomes a nonmagical quarterstaff.

Spell. While holding this staff, you can use an action to expend 1 or more of its charges to cast *animate dead*, using your spell save DC and spellcasting ability. The target bones or corpse can be a Medium or smaller humanoid or beast. Each charge animates a separate target. These undead creatures are under your control for 24 hours. You can use an action to expend 1 charge each day to reassert your control of up to four undead creatures created by this staff for another 24 hours.

Deanimate. You can use an action to strike an undead creature with the staff in combat. If the attack hits, the target must succeed on a DC 17 Constitution saving throw or revert to an inanimate pile of bones or corpse in its space. If the undead has the Incorporeal Movement trait, it is destroyed instead. Deanimating an undead creature expends a number of charges equal to twice the challenge rating of the creature (minimum of 1). If the staff doesn't have enough charges to deanimate the target, the staff doesn't deanimate the target.

SICKLE OF THORNS

Weapon (sickle), uncommon (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this weapon. As an action, you can swing the sickle to cut nonmagical vegetation up to 60 feet away from you. Each cut is a separate action with one action equaling one swing of your arm. Thus, you can lead a party through a jungle or briar thicket at a normal pace, simply swinging the sickle back and forth ahead of you to clear the path. It can't be used to cut trunks of saplings larger than 1 inch in diameter. It also can't cut through unliving wood (such as a door or wall). When you hit a plant creature with a melee attack with this weapon, that target takes an extra 1d6 slashing damage.

This weapon can make very precise cuts, such as to cut fruit or flowers high up in a tree without damaging the tree.

WARD AGAINST WILD APPETITES

Wondrous item, uncommon (requires attunement by a druid or ranger)

Seventeen animal teeth of various sizes hang together on a simple leather thong, and each tooth is dyed a different color using pigments from plants native to piney villages.

When a beast or monstrosity with an Intelligence of 4 or lower targets you with an attack, it has disadvantage on the attack roll if the attack is a bite. You must be wearing the necklace to gain this benefit.

Miscellaneous Beasts

The deep woods teem with natural life, many of which are hardier and better adapted to survive in a place as dangerous as the Margreve. The following beasts make up many of the animals adventurers are likely to encounter in a forest, and each is an appropriate choice for a ranger's beast companion or druid's Wild Shape.

Alligator

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	2 (–4)	10 (+0)	5 (–3)

Saving Throws Str +4, Con +3

Skills Stealth +2

Senses passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Hold Breath. The alligator can hold its breath for 15 minutes.

ACTIONS

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the alligator can't bite another target.

Alligator Turtle

Medium beast, unaligned

Armor Class 15 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	2 (–4)	12 (+1)	7 (–2)

Saving Throws Str +4, Con +3

Skills Stealth +3

Senses passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Hold Breath. The turtle can hold its breath for 1 hour.

ACTIONS

Bite. *Melee Weapon Attack*: +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage and the target is grappled (escape DC 12). Until this grapple ends, the turtle can't bite another target.

Alligator turtles are ornery reptiles, noted for their combative disposition while on land. Their necks are deceptively long and flexible, allowing them to strike a startlingly far distance with their beak-like jaws.

Forest Falcon

Medium beast, unaligned

Armor Class 13

Hit Points 13 (3d6 + 3)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	16 (+3)	12 (+1)	3 (–4)	14 (+2)	5 (–3)

Saving Throws Dex +5, Wis +4

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 1/4 (50 XP)

Falcon Dive. If the falcon is flying and dives at least 20 feet straight toward a target, it has advantage on the next attack roll it makes against that target before the end of its turn. If the attack hits, it deals an extra 2 (1d4) damage to the target.

Keen Sight. The falcon has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Beak. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

A forest falcon is a large, swift raptor adapted to agile flight through dense canopy rather than bursts of speed in open air. It prefers a high perch, watching for movement from prey on the forest floor. The falcon strikes in a diving ambush and can even run down prey on foot.

BEE DANCE LANGUAGE

A character who has established peaceful contact with giant honey bees can learn Bee Dance as a language as outlined in the downtime rules.

While any character who learns it can understand Bee Dance, a creature other than a giant honey bee can only convey basic concepts. A character who assumes the shape of a giant honey bee can communicate fully using the language. .

Giant Honey Bee

Small beast, unaligned

Armor Class 12

Hit Points 9 (2d6 + 2)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	15 (+2)	12 (+1)	6 (–2)	12 (+1)	8 (–1)

Saving Throws Str +1, Dex +4

Skills Survival +3

Senses blindsight 30 ft., passive Perception 11

Languages Bee Dance

Challenge 1/4 (50 XP)

ACTIONS

Sting. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hp, the target is stable but poisoned for 1 hour, even after regaining hp, and is paralyzed while poisoned in this way.

Giant honey bees congregate in great swarms and fill hollows in rocky hillsides with their massive wax and honey hives. Far more intelligent than their diminutive cousins, giant honey bees sometimes enter into relationships with bearfolk or other creatures who can help protect the hive in exchange for a small share of the bees' honey. Unlike a normal honey bee, a giant honey bee who stings a creature doesn't lose its stinger.

Giant honey bees are rarely idle, often moving in elaborate, waggling dances of spirals and loops. This "dance" is actually a complex language the bees use to share staggeringly accurate directions and information about nearby threats and food sources with the rest of their hive.

Giant Bombardier Beetle

Medium beast, unaligned

Armor Class 14 (natural armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	3 (–4)	10 (+0)	3 (–4)

Saving Throws Con +4

Damage Resistances fire

Senses blindsight 30 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

ACTIONS

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

Spray. *Ranged Weapon Attack*: +4 to hit, range 15/30 ft., one target. *Hit:* 7 (2d4 + 2) fire damage.

The giant bombardier beetle is among the most surprising creatures lurking on the forest floor. A placid herbivore content to go about its business, the beetle has a powerful defense mechanism in the form of a boiling liquid it can spray to scald would-be predators as it makes its escape.

Giant Leech

Small beast, unaligned

Armor Class 13

Hit Points 7 (2d6)

Speed 15 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	16 (+3)	10 (+0)	1 (–5)	10 (+0)	2 (–4)

Saving Throws Dex + 5, Con +2

Skills Stealth +5

Senses tremorsense 30 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Amphibious. The leech can breathe air and water.

ACTIONS

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the leech attaches to the target. While attached, the leech doesn't attack. Instead, at the start of each of the leech's turns, the target loses 5 (1d4 + 3) hp due to blood loss.

The leech can detach itself by spending 5 feet of its movement. It does so after it drains 15 hp of blood from the target or the target dies. A creature, including the target, can use its action to detach the leech.

Giant leeches lurk in placid ponds, babbling creeks, and mighty rivers. They slink through the dark forest waters with their distinctive vertical undulation, following any movement they sense toward fresh blood. Some varieties have adapted to life in the oceans, and a rare few dwell on land, though land-dwelling leeches prefer humid, moist climates.

Giant Mongoose

Medium beast, unaligned

Armor Class 13

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	3 (–4)	14 (+2)	7 (–2)

Saving Throws Con +4, Wis +4

Skills Athletics +2, Stealth +5

Damage Resistances poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Keen Hearing and Smell. The mongoose has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

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

REACTIONS

Defensive Roll. The mongoose adds its Athletics bonus to its AC against one attack that would hit it. To do so, the mongoose must see the attacker.

The giant mongoose slinks through the woods, searching out rodents and other small animals to prey upon. Like their smaller cousins, giant mongooses are notoriously resistant to venoms, and their distinctive "dance" in battle helps them avoid deadly strikes.

Great Grey Owl

Small beast, unaligned

Armor Class 13

Hit Points 10 (3d6)

Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
5 (–3)	16 (+3)	11 (+0)	3 (–4)	14 (+2)	7 (–2)

Saving Throws Dex +5, Wis +4

Skills Perception +4, Stealth +5

Senses darkvision 120 ft., passive Perception 14

Languages —

Challenge 1/4 (50 XP)

Flyby. The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

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

ACTIONS

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

Great grey owls are stealthy predators, and the largest of the non-giant varieties of owls. Unlike other owls, great greys aren't territorial—with the exception of females raising young—and don't flush or spook when other creatures approach. Rather, they remain still on their low perches, often going overlooked.

Grove Bear

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 13 (2d8 + 4)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	3 (–4)	12 (+1)	7 (–2)

Saving Throws Str +5, Con +4

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Grappler. The bear has advantage on attack rolls against any creature grappled by it.

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

ACTIONS

Claws. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage and the target is grappled (escape DC 13). Until this grapple ends, the bear can't use its claws on another target.

Grove bears resemble black bears with blond snouts, but they are slightly smaller and noticeably quicker. When grove bears clash to defend territory or compete for mates, they engage in brutal wrestling matches, each attempting to pin the other until one bear loses its nerve and flees.

Howler Baboon

Medium beast, unaligned

Armor Class 12

Hit Points 13 (2d8 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	6 (–2)	12 (+1)	7 (–2)

Saving Throws Str +4, Wis +3

Skills Athletics +4, Perception +3

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Pack Tactics. The baboon has advantage on attack rolls against a creature if at least one of the baboon's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

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

Rock. *Ranged Weapon Attack*: +4 to hit, reach 20/60 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Howler baboons are territorial primates that claim stretches of forest and hills in large troops. Their presence is usually heard before it's seen, thanks to the whooping calls they use to communicate danger and call for their troop mates. When angered, they attack in ferocious packs, hurling rocks and pummeling threats en masse.

Margreve Hound

Medium beast, unaligned

Armor Class 11

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	12 (+1)	3 (–4)	12 (+1)	7 (–2)

Saving Throws Str +4, Dex +3

Skills Athletics +4, Perception +3

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the hound can't bite another target.

Margreve hounds are muscular, loyal beasts. They assist their masters in hunting by retrieving downed game or by immobilizing more nimble animals, preventing escape. Margreve hounds trained for war or as guards employ the same tactic to neutralize threats. Caravans that often run routes through and along the Margreve prize Margreve hounds as part of their guard forces and pay handsomely for trained specimens.

Margreve Stag

Medium beast, unaligned

Armor Class 12

Hit Points 11 (2d8 + 2)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	2 (–4)	10 (+0)	6 (–2)

Saving Throws Str +4, Dex +4

Skills Athletics +4

Senses passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Charge. If the stag moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature it must succeed on a DC 12 Strength saving throw or be knocked prone.

Standing Leap. The stag's long jump is up to 20 feet and its high jump is 10 feet, with or without a running start.

ACTIONS

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

Hooves. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.

Strossen Bat

Small beast, unaligned

Armor Class 13

Hit Points 7 (2d6)

Speed 5 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	16 (+3)	10 (+0)	1 (–5)	10 (+0)	2 (–4)

Saving Throws Dex + 5, Con +2

Skills Perception +2, Stealth +5

Senses blindsight 60 ft., passive Perception 12

Languages —

Challenge 1/4 (50 XP)

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the bat attaches to its target. While attached, the bat doesn't attack. Instead, at the start of each of the bat's turns, the target loses 5 (1d4 + 3) hp due to blood loss.

The bat can detach itself by spending 5 feet of its movement. It does so after it drains 15 hp of blood from the target or the target dies. A creature, including the target, can use its action to detach the bat.

Strossen bats are an aggressive breed of vampire bat that was first discovered in the vicinity of Castle Shadowcrag. They have since spread throughout the Margreve forest and beyond. Strossen bats can be identified by their midnight black fur with its distinctive white streak across the bats' eyes.

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