

Commoner, M

0

NAME

CR

10 AC

4 HP

10 PASSIVE PERCEPTION

30 SPEED

STR 0 DEX 0 CON 0 INT 0 WIS 0 CHA 0

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

2

ACTIONS

Club: +2, 1d4b

Progenitor Werewolf, M

5

NAME

CR

15/12 human AC

97 HP

17 PASSIVE PERCEPTION

40/50 wolf SPEED

STR 4 DEX 2 CON 2 INT 1 WIS 1 CHA 1

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 60', Athletics +7, Perception +7, Stealth +5, Survival +4, immune: bps nonmagic/nonsilver
Shapechanger (Bonus): Polymorph into human/dire wolf/wolf-humanoid hybrid*
Keen Hearing & Smell: Adv on Perception for hearing & smell

3

ACTIONS

Multitask (human/hybrid): 1 bite, 2 claws
Bite (wolf/hybrid): +7, 2d6+4p, DC 12 Con save or lycanthropy, DC 14 Str save or prone
Claws (hybrid): +7, 2d8+4s
Mighty Charge: Dash, 1 bite, 1 claws
Powerful Leap (Bonus): jump 15' vert., 30' horiz., does not provoke opportunity attacks

Root Beast, M

3

NAME

CR

13 AC

42 HP

10 PASSIVE PERCEPTION

30/15c SPEED

STR 4 DEX 0 CON 3 INT -3 WIS 0 CHA -3

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Blindsight 120', resist: b/p, vuln: fire

False Appearance: Looks like roots & vines

2

ACTIONS

Multitask: 2 slam
Slam: +6, 3d6+4b
Horrid Burble: All in 30', DC 11 Wis save or paralyze until end of next turn, root beasts immune

Scout, M

1/2

NAME

CR

13 AC

16 HP

15 PASSIVE PERCEPTION

30 SPEED

STR 0 DEX 2 CON 1 INT 0 WIS 1 CHA 0

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Nature +4, Perception +5, Stealth +6, Survival +5

Keen Hearing & Sight: Adv on Perception for hearing & sight

2

ACTIONS

Multitask: 2 melee or 2 ranged

Shortsword: +4, 1d6+2p
Longbow: 150/600, +4, 1d8+2p

Weald Hag, M

10

NAME

CR

14 AC

142 HP

16 PASSIVE PERCEPTION

30 SPEED

STR 5 DEX 1 CON 3 INT 1 WIS 2 CHA 3

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 60', Deception +7, Nature +5, Perception +6, immune: charm
Innate Spellcasting: DC 15, +7, 11th lvl, at will: *dancing lights, misty step, vicious mockery* 3/day each: *bestow curse, blight, counterspell, eyebite*
Magic Resistance: Adv on saves vs magic

4

ACTIONS

Claws: +9, 2d8+5s
Change Shape (Bonus): Polymorph into S/M female humanoid/true form

Wolfchild, M

1/2

NAME

CR

12/11 human AC

27 HP

14 PASSIVE PERCEPTION

30 SPEED

STR 2 DEX 1 CON 2 INT 0 WIS 0 CHA 0

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 60', Perception +4, Stealth +3, immune: bps nonmagic/nonsilver
Shapechanger: Polymorph into human/wolf-humanoid hybrid*
Keen Hearing & Smell: Adv on Perception for hearing & smell

2

ACTIONS

Multitask (hybrid): 1 bite, 1 claws
Bite (hybrid): +4, 1d6+2p, DC 12 Con save or lycanthropy
Claws (hybrid): +4, 1d8+2s

Weald Hag

20

NAME

CR

LAIR ACTIONS

NOTES

Cannot use same effect 2x in a row:
Grasping Roots: Creatures on ground 60', DC 15 Str save or grappled & restrained, escape DC 15 Str save end of turn
Intoxicating Magic: One creature 120' hag can see DC 15 Wis save or sleep end of next turn. Damage or action from other creature to wake up
Power From Suffering: Wounded creatures within 60' DC 15 Con save or 2d8 necrotic (half on success), hag +2d8 necrotic next claw

LEGENDARY ACTIONS

3

NOTES

Claw: 1 claw attack
Power From Pain: 1 target within 120' hag can see, DC 15 Con save or 2d8 necrotic (half on success), regain HP equal to half damage dealt
Evil Eye (2 actions): Cast *bestow curse* or *eyebite*

Bag of Beans

NAME

Wondrous item

R

N

CATEGORY

RARITY

ATTUNE

NOTES

Inside this heavy cloth bag are 3d4 dry beans. The bag weighs 1/2 pound plus 1/4 pound for each bean it contains.
 If you dump the bag's contents out on the ground, they explode in a 10-foot radius, extending from the beans. Each creature in the area, including you, must make a DC 15 Dexterity saving throw, taking 5d4 fire damage on a failed save, or half as much damage on a successful one. The fire ignites flammable objects in the area that aren't being worn or carried.
 If you remove a bean from the bag, plant it in dirt or sand, and then water it, the bean produces an effect 1 minute later from the ground where it was planted. The GM can choose an effect from the Bag of Beans table, determine it randomly, or create an effect.

BONUS

DEX

15

SAVE DC

CHARGES