

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

PROF

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

PROF

ACTIONS

Multiattack (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

PROF

ACTIONS

Multiattack: 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

PROF

ACTIONS

Multiattack: 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

PROF

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

PROF

ACTIONS

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

Weald Hag

NAME

LAIR ACTIONS

20

INITIATIVE

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

ACTIONS

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

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SAVING THROW

CHARGES