

*The Deck of Many Presents*

# HUMBLEWOOD™

## THE WAKEWYRM'S FURY



COMPATIBLE

# REFERENCE CARDS

## Print 'n Play





## **JERBEEN SWASHBUCKLER** CR 3

SMALL HUMANOID (JERBEEN), ANY NON-LAWFUL ALIGNMENT

ART. CHRISTINA BINDON

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## **RAPTOR DECKHAND** CR 1/2

SMALL HUMANOID (RAPTOR), ANY NEUTRAL ALIGNMENT

ART. ANNA CHRISTENSON

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## **VULPIN BUCCANEER** CR 1

MEDIUM HUMANOID (VULPIN), NEUTRAL EVIL

ART. LEESHA HANNIGAN

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## **SKOPPS THE BEAST-BREAKER** CR 4

MEDIUM HUMANOID (STRIG), CHAOTIC EVIL

ART. JESSICA NGUYEN

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**STR** 11 (+0) **DEX** 14 (+2) **CON** 12 (+1) **INT** 11 (+0) **WIS** 15 (+2) **CHA** 11 (+0)

### RAPTOR DECKHAND 100XP

#### SENSES

Passive Perception 16

#### LANGUAGES

Birdfolk, can understand Auran but cannot speak it.

#### SKILLS

History +2, Perception +6, Stealth +4, Survival +6

#### SPECIAL TRAITS

**Glide.** When falling at least 10 feet, the deckhand can spend a reaction to fly up to their speed in one direction as they descend. They land in an unoccupied space at the end of their movement, and take no falling damage. They cannot glide while carrying heavy objects, heavy weapons, or shields (though they can drop any held items as part of their reaction).

**Talons.** The deckhand rolls advantage on Strength (Athletics) checks made to climb any surface their talons could reasonably grip.

**Patient.** When the deckhand reacts with a readied action, they have advantage on the first attack roll, skill check, or ability check they make as a part of that action.

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

**Sure Footing.** The deckhand ignores non-magical difficult terrain.

#### ACTIONS

**Multiattack.** The deckhand makes two melee attacks or two attacks with their hand crossbow.

**Talons.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

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

**Hand Crossbow.** *Ranged Weapon Attack:* +4 to hit, ranged 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**ARMOR CLASS**  
13 LEATHER ARMOR

**HIT POINTS**  
18 (4D6 + 4)

**SPEED**  
25 FT., SWIM 25 FT.

**STR** 12 (+1) **DEX** 18 (+4) **CON** 12 (+1) **INT** 14 (+2) **WIS** 11 (+0) **CHA** 15 (+2)

### JERBEEN SWASHBUCKLER 700XP

#### SENSES

Passive Perception 10

#### LANGUAGES

Birdfolk, Jerbeen

#### SKILLS

Acrobatics +8, Athletics +5, Persuasion +6

#### SPECIAL TRAITS

**Standing Leap.** The swashbuckler's base long jump is 30 feet, and their base high jump is 15 feet, with or without a running start.

**Team Tactics.** The swashbuckler can take the Help action as bonus action.

**Sharp Witted Defense.** While the swashbuckler is wearing light or no armor and wielding no shield, their AC includes their Charisma modifier.

#### ACTIONS

**Multiattack.** The swashbuckler makes three attacks, one with a dagger and two with their rapier.

**Dagger.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

**Rapier.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

#### REACTIONS

**Riposte.** The swashbuckler reduces the damage dealt by one melee attack that would hit them by 4 (1d8), and deals that much piercing damage to their attacker. The swashbuckler must see the attacker and be wielding a melee weapon.

**ARMOR CLASS**  
17 LEATHER ARMOR

**HIT POINTS**  
34 (8D6 + 6)

**SPEED**  
30 FT.

**STR** 14 (+2) **DEX** 16 (+3) **CON** 14 (+2) **INT** 10 (+0) **WIS** 16 (+3) **CHA** 12 (+1)

### SKOPPS THE BEAST-BREAKER 1,100XP

#### SENSES

Darkvision 60 ft., Passive Perception 15

#### LANGUAGES

Any one language (usually Common)

#### SKILLS

Athletics +4, Intimidation +5, Perception +5, Survival +5

#### SPECIAL TRAITS

**Glide.** When falling at least 10 feet, Skopps can spend a reaction to fly up to his speed in one direction as he descends. Skopps lands in an unoccupied space at the end of his movement and takes no falling damage. Skopps cannot glide while carrying heavy objects, heavy weapons, or shields (though he can drop any held items as part of his reaction).

**Talons.** Skopps has advantage on ability checks made to climb any surface his talons could reasonably grip.

#### ACTIONS

**Multiattack.** Skopps makes two attacks. He can then use his Beast Command action.

**Barbed Whip.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (3d4 + 3) piercing damage.

**Hand Crossbow.** *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**ARMOR CLASS**  
17 BREASTPLATE

**HIT POINTS**  
91 (14D8 + 28)

**SPEED**  
30 FT.

**STR** 13 (+1) **DEX** 15 (+2) **CON** 12 (+1) **INT** 14 (+2) **WIS** 14 (+2) **CHA** 12 (+1)

### VULPIN BUCCANEER 200XP

#### SENSES

Darkvision 60 ft., Passive Perception 14

#### LANGUAGES

Birdfolk, Vulpin

#### SKILLS

Acrobatics +4, Perception +4

#### SPECIAL TRAITS

**Evasive.** The buccaneer includes their Intelligence modifier as a bonus to their Dexterity saving throws.

#### ACTIONS

**Multiattack.** The buccaneer makes two attacks.

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

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

**Short bow.** *Ranged Weapon Attack:* +4 to hit, reach 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

#### REACTIONS

**Parry.** The buccaneer adds 2 to their AC against one melee attack that would hit them. The buccaneer must see the attacker and be wielding a melee weapon.

**ARMOR CLASS**  
14 STUDD LEATHER ARMOR

**HIT POINTS**  
27 (5D8 + 5)

**SPEED**  
30 FT.





**SKOPPS THE BEAST-BREAKER (CONTINUED)**

ART. JESSICA NGUYEN

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**HUNTER SHARK**

CR **2**

LARGE BEAST, UNALIGNED

ART. PAUL SCOTT CANAVAN

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**YOUNG WAKEWYRM**

CR **2**

LARGE BEAST, UNALIGNED

ART. CRYSTAL SULLY

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**WAKEWYRM**

CR **6**

HUGE BEAST, UNALIGNED

ART. CRYSTAL SULLY

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**STR** 18 (+4) **DEX** 13 (+1) **CON** 15 (+2) **INT** 1 (-5) **WIS** 10 (+0) **CHA** 4 (-3)

### HUNTER SHARK 450XP

#### SENSES

Blindsight 30 ft.,  
Passive Perception 12

#### SKILLS

Perception +2

#### SPECIAL TRAITS

**Blood Frenzy.** The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

**Water Breathing.** The shark can breathe only underwater.

#### ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

#### ARMOR CLASS

12 NATURAL ARMOR

#### HIT POINTS

45 (6d10 + 12)

#### SPEED

0 FT., SWIM 40 FT.

#### ACTIONS

**Talons.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. After a hit, Skopps may spend a bonus action to grapple the target (escape DC 13).

**Beast Command.** Skopps commands a beast within 80 feet of him that can hear him. The beast must succeed on a DC 15 Wisdom saving throw or be frightened of Skopps until the end of his next turn.

While the beast is frightened and Skopps is conscious, Skopps has a telepathic link with it, and can use this link to mentally control the beast. At the start of the controlled beast's turn, Skopps can decide what actions and movement the beast takes on its turn. The beast takes only the actions Skopps commands, and doesn't do anything that Skopps doesn't allow it to do. Skopps can cause the beast to use a reaction at any time, but this requires Skopps to use his reaction as well.

Each time the controlled beast takes damage, it makes a Wisdom saving throw against being frightened. If the saving throw succeeds, this effect ends. Beast Command is a magical effect.

**STR** 20 (+5) **DEX** 14 (+2) **CON** 18 (+4) **INT** 3 (-4) **WIS** 12 (+1) **CHA** 3 (-4)

### WAKEWYRM 2,300XP

#### SENSES

Passive Perception 11

#### SPECIAL TRAITS

**Hold Breath.** The wakenwyrms can hold its breath for 1 hour.

#### ACTIONS

**Multiattack.** The wakenwyrms makes two attacks, one with its bite and one with its tail, or two bite attacks.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage. The target must succeed on a DC 16 Strength saving throw or be grappled (escape DC 16). The wakenwyrms can only grapple one creature at a time, and cannot make bite attacks against other creatures while it has a creature grappled.

**Tail.** *Melee Weapon Attack:* +8 to hit, reach 25 ft., one target. *Hit:* 18 (3d8+5) bludgeoning damage.

**Swallow.** The wakenwyrms makes a bite attack against a Large or smaller creature it is grappling, and if the attack hits the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the wakenwyrms, and it takes 11 (3d6) acid damage at the start of each of the wakenwyrms's turns. If the wakenwyrms takes 18 or more points of damage from a creature inside of it, the wakenwyrms must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the wakenwyrms. If the wakenwyrms dies, a swallowed creature is no longer restrained by it, and it can escape from the corpse using 20 feet of movement. After death, internal gasses keep the wakenwyrms's body afloat for several hours, before it begins to sink gradually to a watery grave.

#### ARMOR CLASS

16 NATURAL ARMOR

#### HIT POINTS

136 (13d12 + 52)

#### SPEED

20 FT., SWIM 50 FT.

**STR** 16 (+3) **DEX** 16 (+3) **CON** 17 (+3) **INT** 3 (-4) **WIS** 10 (+0) **CHA** 5 (-3)

### YOUNG WAKEWYRM 450XP

#### SENSES

Passive Perception 10

#### SPECIAL TRAITS

**Hold Breath.** The young wakenwyrms can hold its breath for 1 hour.

**Plaintive Cry.** The young wakenwyrms can spend a bonus action to call for its mother. As long as its mother is within 150 feet, and can hear its young, the mother can spend its reaction to move up to its speed toward the young wakenwyrms.

#### ACTIONS

**Multiattack.** The young wakenwyrms makes two bite attacks.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage.

#### ARMOR CLASS

15 NATURAL ARMOR

#### HIT POINTS

68 (8d10 + 24)

#### SPEED

30 FT.





## WHISTLE OF FREEDOM

WONDROUS ITEM, UNCOMMON

ART: VERONIKA FEDOROVA

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**STR** 13 (+1) **DEX** 11 (+0) **CON** 12 (+1) **INT** 2 (-4) **WIS** 9 (-1) **CHA** 5 (-3)

### BOAR | MEDIUM BEAST, UNALIGNED

#### SENSES

Passive Perception 9

#### SKILLS

Perception +2

#### CHALLENGE

1/4 (50 XP)

#### SPECIAL TRAITS

**Charge.** If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

**Relentless (Recharges after a Short or Long Rest).** If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

#### ACTIONS

**Tusk.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

#### ARMOR CLASS

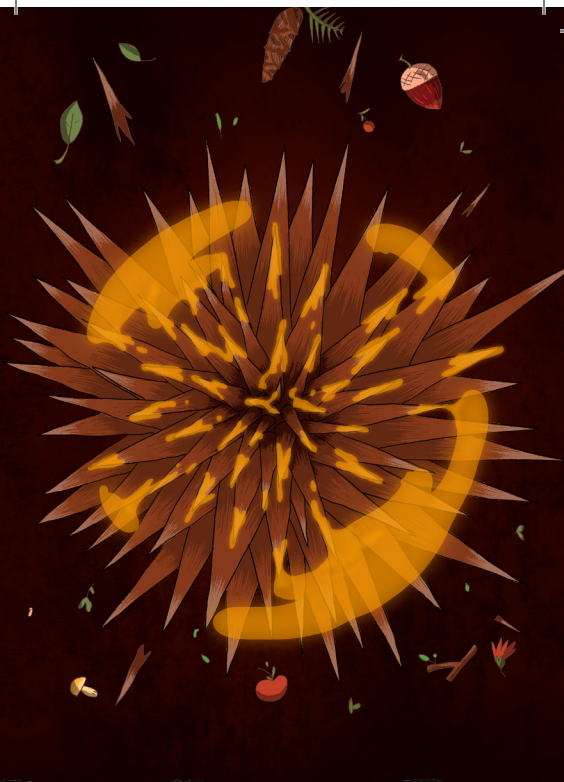
11 NATURAL ARMOR

#### HIT POINTS

11 (2D8 + 2)

#### SPEED

40 FT.



## SPINY SHIELD

LEVEL 1  
ABJURATION

1 REACT SELF V, S, M 1 ROUND

ART: VADIM CIOCAZAN

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## VEIL OF DUSK

LEVEL 1  
ABJURATION

1 BONUS 60' V, S, M C.10 MINS

ART: VADIM CIOCAZAN

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

### WEASEL | TINY BEAST, UNALIGNED

#### SENSES

Passive Perception 13

#### SKILLS

Perception +3, Stealth +5

#### CHALLENGE

0 (10 XP)

#### SPECIAL TRAITS

**Keen Hearing and Smell.** The weasel 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:* 1 piercing damage.

**ARMOR CLASS**  
13

**HIT POINTS**  
1 (1d4 - 1)

**SPEED**  
30 FT.

### WHISTLE OF FREEDOM WONDROUS ITEM, UNCOMMON

This captain's whistle has magical properties when blown, granting any creatures within 100 feet who can hear it advantage on their next saving throw against a spell or effect currently afflicting them. If any creature who can hear the whistle is under a mind-controlling effect (such as *dominate person*), that effect automatically ends.

Once a creature has benefitted from hearing the whistle once, they cannot benefit from hearing it again for the next 24 hours.



### VEIL OF DUSK 1<sup>ST</sup> LEVEL ABJURATION



#### CASTING TIME

1 Bonus Action



#### RANGE

60 Feet



#### COMPONENTS

V, S, M



#### DURATION

Concentration,  
up to 10 minutes

You incant towards a creature, cloaking them in a shadowy veil of darkness and silence. The target gains a +1 bonus to their armor class and rolls stealth checks with advantage for the duration of the spell.

#### MATERIAL COMPONENTS

A pinch of soot.

DRUID | WARLOCK

### SPINY SHIELD 1<sup>ST</sup> LEVEL ABJURATION



#### CASTING TIME

1 Reaction



#### RANGE

Self



#### COMPONENTS

V, S, M



#### DURATION

1 Round

An ethereal barrier of spikes, made of magical force, interposes itself between you and an attacker. Until your next turn, when you are hit by a melee attack, the barrier reduces the damage your are dealt by 2d4, and deals the same amount of piercing damage to the attacker. The shield is ineffective against ranged attackers, but still provides a +2 bonus to AC (treat as half cover) against them for the duration.

**At Higher Levels.** When you cast this spell using a spell slot above 1<sup>st</sup> level, increase the spell's effect by an additional 1d4 for every slot level above 1<sup>st</sup>.

#### MATERIAL COMPONENTS

A small quill.

DRUID | RANGER | SORCERER | WIZARD



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