

POACHER'S NOTE

MISCHIEF MAKING BE OUR GOAL,
BE IT ALONE OR IN A PACK.
MOTHER DOE AND FATHER BUCK,
BUT HORNS AND HOOVES
WE DO SO LACK.

COME TOGETHER FOR A KING,
WE AMASS TO EAT, FEAST, AND GUTTLE.
OUT AT SEA, ONE WHIFF OF DEATH
WE SAVE OURSELVES, RUN,
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Tideswell cave

TTDESVELL CAVE





Fen Freefield

CLASS/LEVEL
Fighter/Level 5

BACKGROUND
Bandit Defector

RACE
Jerbeen

ALIGNMENT
Chaotic Good

SIZE
Small

16 (+3)
STRENGTH

14 (+2)
DEXTERITY

16 (+3)
CONSTITUTION

11 (+0)
INTELLIGENCE

10 (+0)
WISDOM

9 (-1)
CHARISMA

SAVING THROWS

+6 Strength
+6 Constitution

SKILLS

+6 Athletics
+5 Stealth
+3 Survival
+2 Deception
(+6 in combat)
+2 Intimidation
(+6 in combat)

18 (Breastplate, Shield)
ARMOR CLASS

+2
INITIATIVE

47
HIT POINTS

30 ft.
SPEED

10
PASSIVE PERCEPTION

FEATURES AND TRAITS

Standing Leap. Your base long jump is 30 feet and your base high jump is 15 feet, with or without a running start.

Nimbleness. You can move through the space of any creature that is of a size larger than you.

Take Heart. You have advantage on Strength saving throws and saving throws against being frightened as long as you are within 5 feet of an ally you can both see and hear, and who isn't frightened or incapacitated.

Team Tactics. You can use the Help action as a bonus action.

Fighting Style: Protection. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attacker's attack roll. You must be wielding a shield.

Second Wind (1/Rest). On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level.

Action Surge (1/Rest). On your turn, you can take one additional action.

Extra Attack. You can attack twice, instead of once, whenever you take the Attack action on your turn.

Intimidating Banter. So long as you are in combat, you may choose to use Strength or Dexterity to make Charisma ability checks.

Brutal Brawler. You have proficiency in improvised weapons, and treat all improvised weapons as if they had the Finesse quality. When you hit with an improvised weapon, you may spend a bonus action to destroy the weapon, dealing the maximum damage that weapon could deal.

ATTACK & SPELLCASTING

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Bottle. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

OTHER PROFICIENCIES & LANGUAGES

- ♣ Birdfolk
- ♣ Jerbeen
- ♣ Disguise Kit
- ♣ Dice Set

EQUIPMENT

- ♣ 10 GP
- ♣ Shield
- ♣ Breastplate
- ♣ Longsword
- ♣ Commoner's Clothes
- ♣ Disguise Kit
- ♣ Dice Set
- ♣ Bottle of Elderberry Wine
- ♣ Dagger
- ♣ Mess Kit
- ♣ Cooking Pot
- ♣ Winter Blanket
- ♣ Whetstone
- ♣ Waterskin
- ♣ 2 days Trail Rations
- ♣ Bullseye Lantern and 3 Pints of Oil

CHARACTER BACKSTORY

Fen was once a member of the Bandit Coalition, a criminal organization seen as freedom fighters by the poor folk of the Wood. Born into poverty in the Roots of the Great Tree City of Alderheart, Fen was an idealist who joined to fight against the oppressive Perch Guard. Though, as she gained rank, Fen came to see the Coalition's darker side. After refusing an order to rob a family of impoverished farmers, Fen cut ties with the organization and fled. Now she lives by a simple moral code to do what she believes is right, defying both Alderheart and the Coalition to forge her own path.

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FEATURE: BANDIT ROUTES

As someone who once assisted in countless highway robberies, you are familiar with the roads of the Wood and escape paths used by bandits. When you are not in combat, you and any companions you guide can travel between locations by cutting through forested areas twice as fast as your speed would normally allow.

Personality Traits: I'm plucky and confident in my abilities, at least that's what I want others to think. You mess with my friends, you mess with me.

Ideals: *Repentance.* I've done terrible things in the past and I want to try and make up for them.

Bonds: I want to be a hero that others can look up to.

Flaws: It's hard for me to trust people, I've been burned before.



Ewan Kreeer

CLASS/LEVEL
Druid/Level 5

BACKGROUND
Grounded

RACE
Mistral Raptor

ALIGNMENT
Neutral Good

SIZE
Small

9 (-1)
STRENGTH

14 (+2)
DEXTERITY

14 (+2)
CONSTITUTION

12 (+1)
INTELLIGENCE

18 (+4)
WISDOM

10 (+0)
CHARISMA

SAVING THROWS

+4 Intelligence
+7 Wisdom

SKILLS

+5 Acrobatics
+7 Animal Handling
+2 Athletics
+10 Insight
+7 Medicine
+7 Nature
+7 Perception
+7 Survival

14 (Hide Armor)

ARMOR CLASS

+2

INITIATIVE

36

HIT POINTS

25 ft.

SPEED

17

PASSIVE PERCEPTION

FEATURES AND TRAITS

Glide. When falling, you can spend your reaction to spread your feathered arms and slow your descent. When you do so, you descend gently at a speed of 60 feet per round, taking no fall damage when you land. If you fall at least 10 feet in this way, you may fly up to your speed in one direction, landing where you end your movement. You can't glide while carrying heavy weapons or shields, though you can drop any held items as part of your reaction to glide. You cannot glide while wearing heavy armor or while encumbered.

Talons. You have advantage on Strength (Athletics) checks made to climb any surface your talons could reasonably grip.

Woodland Hunter. You treat three-quarters cover as half cover, and half cover as no cover.

Aerial Defense. Creatures attack you with disadvantage while you are falling, jumping, or gliding.

Wild Shape (2/Rest). You can use Wild Shape to assume one of the following forms for up to 2 hours:

- ♣ **Boar**
- ♣ **Weasel**

Heartbeat of the Land. By spending 10 minutes communing with nature, you can glean the following information about the area within 3 miles of you:

- ♣ You learn the general location and severity of any immediate threats to the environment in the region (forest fires, flooding, blights, etc.).
- ♣ You learn if any aberrations, beasts, elementals, fey, or undead are present within range, but not their specific locations.
- ♣ You learn the general direction of the nearest portal to an elemental plane.

Shared Burden. When a creature within 30 feet of you is targeted with an effect that would cause cold, fire, lightning, or thunder damage, you can use your reaction to grant that creature resistance against the effect's damage. You take damage equal to the amount of damage taken by the target creature.

You may spend an action to reduce the area of an effect which deals persistent cold, fire, or lightning damage within 30 feet of you. Per use of this feature, you may remove up to 20 feet worth of adjacent spaces from

the affected area dealing persistent elemental damage. If the effect is not caused by a spell, for each 5-foot space of the affected area removed in this way, you take 1d6 points of damage of the same damage type the effect would deal. If the effect is caused by a spell, you instead take 1d6 points of damage per the spell's level for each 5-foot space you removed. Any damage you take while reducing area effects is halved. If, after the use of this ability, there are no affected spaces remaining, the effect is removed.

ATTACK & SPELLCASTING

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

Produce Flame. *Ranged Spell Attack:* +7 to hit, range 30 ft., one target. *Hit:* 9 (2d8) fire damage.

OTHER PROFICIENCIES & LANGUAGES

- ♣ Birdfolk
- ♣ Druidic
- ♣ Jerbeen
- ♣ Can understand Auran
- ♣ Cook's Utensils
- ♣ Herbalism Kit

EQUIPMENT

- ♣ 5 gp
- ♣ Quarterstaff
- ♣ Cook's utensils
- ♣ Herbalism Kit
- ♣ Tender's Vestments
- ♣ A Sprig of Mistletoe (Druidic Focus)
- ♣ A small wooden carving of a jerbeen wearing wings made out of leaves
- ♣ A Healer's Kit
- ♣ Bedroll
- ♣ Mess Kit
- ♣ A warm blanket
- ♣ 5 days trail rations
- ♣ 2 *potions of healing*
- ♣ A well-worn journal and inkpen
- ♣ Waterskin

CHARACTER BACKSTORY

Ewan was born to wealthy aristocrats from the perch of Winnowing Reach. Unlike his parents, who preferred their high society life, Ewan often ventured into the nearby marshes and caves, where he befriended the native slimes. He baffled his parents by hiding and protecting his slime friends from hunters. For most of his formative years, Ewan felt lost. This all changed when his perch was visited by an elder member of the Tenders. The Tenders, a druidic order sworn to protect nature's balance, were founded on principles that spoke to Ewan. His parents, frustrated with their son, called him a fool for trusting birdfolk with their feet planted too firmly in the soil, and forbade him to go. But Ewan left all the same, vowing to himself that he would one day return when he found the courage to face the family he left behind.

FEATURE: FIND ANOTHER PATH

Since you have lived your life close to the ground, you are as familiar with Humblewood's undergrowth in the same way other birdfolk are familiar with its canopy. You can always recall the general layout of the forest floor around you. If your path is ever blocked by an obstacle that

NOTES:

requires you to climb or otherwise gain height to circumvent it, you can find another way around, so long as such a path exists. Additionally, you are adept at finding shelter while traveling and can usually locate a suitable safe shelter (a cave, a tree hollow, or bramble thicket) for you and up to five other creatures.

Odd Bird: I am considered weak and unskilled, and many treat me like a fledgling.

Personality Traits: I get embarrassed easily, even when someone tries to compliment me.

If I see someone in trouble, it's my duty to help.

Ideals: *Compromise.* The best way to respect each other's differences is to find a solution that doesn't exclude anyone.

Bonds: I can't return to my parent's perch until I have proven myself.

Flaws: I'm easily frightened, and often hesitate under pressure.

PREPARED SPELLS

Cantrips: *druidcraft, mending, produce flame*

1st level (4 slots): *animal friendship, cure wounds, healing word, veil of dusk*

2nd level (3 slots): *barkskin*, *lesser restoration*, *spike growth*

3rd level (2 slots): *dispel magic*, *wind wall*



Shay Ambrell

CLASS/LEVEL
Wizard/Level 5

BACKGROUND
Acolyte

RACE
Vulpin

ALIGNMENT
Neutral

SIZE
Medium

8 (-1)

STRENGTH

12 (+1)

DEXTERITY

14 (+2)

CONSTITUTION

18 (+4)

INTELLIGENCE

14 (+2)

WISDOM

11 (+0)

CHARISMA

SAVING THROWS

+7 Intelligence
+5 Wisdom

SKILLS

+7 Arcana
+7 History
+5 Insight
+7 Religion

11 (14 with Mage Armor)

ARMOR CLASS

+1

INITIATIVE

30

HIT POINTS

30 ft.

SPEED

12

PASSIVE PERCEPTION

FEATURES AND TRAITS

Darkvision. You have darkvision out to 60 feet.

Evasive. You add your Intelligence modifier as a bonus on all Dexterity saving throws.

Bewitching Guile. You can cast *charm person* (save DC 15) as a 1st level spell once per long rest. You can cast *ambush prey* as a 2nd level spell once per long rest. You can cast *fear* (save DC 15) once per long rest. Intelligence is your spellcasting ability for these spells.

Natural Attunement. You have attuned yourself to a coastal leyline, granting you access to the leyline spells provided on the back of this sheet. For as long as you are attuned to this leyline, you always have these spells prepared and they don't count against the number of spells you can prepare each day. Leyline spells are not copied into your spellbook.

Thrum of the Land. Whenever you are in a coastal environment, you can apply one of the following benefits to any leyline spell you cast (chosen when you cast the spell):

- You gain a +2 bonus to attack rolls made with this spell,
- You gain a +1 bonus to your spell save DC for this spell, or
- You have advantage on Constitution saving throws you make to maintain concentration on this spell, and you can concentrate on this spell for up to twice as long as it would normally allow.

ATTACK & SPELLCASTING

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 4 (1d6 + 1) piercing damage.

Chill Touch. +7 to hit, range 120 ft., one target. *Hit:* 9 (2d8) necrotic damage, and the target can't regain hit points until the start of your next turn.

Shocking Grasp. +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) lightning damage, and the target can't take reactions until the start of your next turn.

OTHER PROFICIENCIES & LANGUAGES

- Birdfolk
- Jerbeen
- Mapach
- Vulpin

EQUIPMENT

- 15 gp
- Spellbook
- Wand (Arcane Focus)
- Scholar's Robes
- Bedroll
- Mess Kit
- Holy Symbol of Tyton
- A book of prayers
- Priestly Vestments
- 5 sticks of incense

CHARACTER BACKSTORY:

Orphaned at a young age, Shay was taken in by a kindly priest who raised them in the seafaring perch of Saltar's Port. As a child, Shay was captivated by tales of the Amaranthine—the gods of Everden. As time passed, Shay became interested in the study of arcane magic and was eventually accepted into the Avium, the prestigious Humblewood academy. Years later Shay received a vision from the owl Amaranthine of the night domain, Tyton. Shay had a special destiny, Tyton revealed, but they would only find their purpose if they sought adversity. That day, Shay set their studies aside to seek out their destiny on the roads of Humblewood.

FEATURE: SHELTER OF THE FAITHFUL

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of Tyton, the Amaranthine of night and death. You and your adventuring companions can expect to receive free healing and care at a temple or shrine, though you must provide any material components needed for the spell. Those who share your religion will support you (but only you) at a modest lifestyle.

You have ties to a temple in Saltar's Port, where your mother still serves as a priest of Tyton. You also have a residence there. You can call upon the

priests of this temple for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

Personality Traits: I am calm and composed, even in the face of adversity. I see omens in every event and action. The Amaranthine try to speak to us, we just need to listen.

Ideals: *Aspiration.* I seek to prove myself worthy of Nightfather Tyton's favor by matching my actions against his teachings.

Bonds: I want to find my destiny and discover the purpose set for me by the Amaranthine.

Flaws: I judge others harshly, and myself even more severely.

PREPARED SPELLS

Cantrips: *chill touch, message, minor illusion, shocking grasp*

1st level (4 slots): *create or destroy water**, *mage armor*, *magic missile*, *spiny shield*, *sleep*, *thunderwave**

2nd level (3 slots): *enlarge/reduce*, *mirror image**, *misty step**, *scorching ray*, *spider climb*

3rd level (2 slots): *fireball*, *haste*, *water breathing**(r), *water walk**(r)

(r)- This spell can be cast as a ritual.

*- This is a leyline spell.

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Kalina Quill

CLASS/LEVEL

Bard/Level 5

BACKGROUND

Wind-Touched

RACE

Kindled Corvum

ALIGNMENT

Chaotic Neutral

SIZE

Medium

12 (+1)

STRENGTH

16 (+3)

DEXTERITY

12 (+1)

CONSTITUTION

13 (+1)

INTELLIGENCE

12 (+1)

WISDOM

14 (+2)

CHARISMA

SAVING THROWS

+6 Dexterity
+5 Charisma

SKILLS

+6 Acrobatics
+8 Deception
+5 Intimidation
+5 Performance
+8 Persuasion
+4 Religion
+6 Sleight of Hand
+6 Stealth

15 (Studded Leather)

ARMOR CLASS

+3

INITIATIVE

31

HIT POINTS

30 ft.

SPEED

12

PASSIVE PERCEPTION

FEATURES AND TRAITS

Glide. When falling, you can spend your reaction to spread your feathered arms and slow your descent. When you do so, you descend gently at a speed of 60 feet per round, taking no fall damage when you land. If you fall at least 10 feet in this way, you may fly up to your speed in one direction, landing where you end your movement. You can't glide while carrying heavy weapons or shields, though you can drop any held items as part of your reaction to glide. You cannot glide while wearing heavy armor or while encumbered.

Talons. You have advantage on Strength (Athletics) checks made to climb any surface your talons could reasonably grip.

Appraising Eye (1/Rest). By spending an action examining an object, you can determine any magical properties the item has, how they can be used or activated, and a fair estimation of its market value.

Convincing (Religion). You have advantage on all Charisma checks made to convince someone of your knowledge on any topic related to the Religion skill.

Sharp Mind. You are able to perfectly and clearly recall anything you have seen or heard within the last month.

Bardic Inspiration (2/Rest). You can inspire others with stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d8.

Once within the next 10 minutes, the creature can roll the Bardic Inspiration die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the GM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

Jack of All Trades. You add half your proficiency bonus, rounded down, to all skills in which you are not proficient.

Song of Rest. You can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance spend one or more Hit Dice to regain hit points at the end of the short rest, each of those creatures regains an extra 1d6 hit points.

Wanderer's Lore. While a creature has possession of a Bardic Inspiration die gifted from you may choose to roll a single Arcana, History, Nature, or Religion check with advantage.

Acrobatics Lessons. When you or an ally within 60 feet of you makes a Dexterity saving throw, you may expend a use of your Bardic Inspiration to roll your Bardic Inspiration die and add the result to the saving throw. An ally must be able to see and hear you to benefit from this effect.

Hunting Lessons. You can expend one use of your Bardic Inspiration to mark one creature you can see within 90 feet of you as your quarry. Up to one hour, for as long as you concentrate on this ability, all weapon attacks you make against the target deal an additional die of damage, equal to your Bardic Inspiration die.

ATTACK & SPELLCASTING

Talons. +4 to hit, reach 5 ft., one target.

Hit: 3 (1d4 +1) piercing damage.

Rapier. +6 to hit, reach 5 ft., one target.

Hit: 7 (1d8 +3) piercing damage.

Shortbow. +6 to hit, range 80/320 ft., one target.

Hit: 6 (1d6 +3) piercing damage.

OTHER PROFICIENCIES & LANGUAGES

- ♣ Auran, Birdfolk, Mapach
- ♣ Drum, Flute, Harp, Lute
- ♣ Forgery Kit, Thieves' Tools

EQUIPMENT

- ♣ 10 gp
- ♣ Rapier
- ♣ Shortbow
- ♣ Thieves' Tools
- ♣ Forgery Kit
- ♣ Fine Clothes
- ♣ An Ornate Cloak
- ♣ A small silver feather that symbolizes the wind
- ♣ Wooden Flute

CHARACTER BACKSTORY

Born to humble farmers in the perch of Brackenmill, Kalina's mother always claimed Kalina's unique birthmarks meant she was "wind-touched": destined for greatness. Yet, Kalina lacked confidence in herself. This was until her family played host to a traveling bard. The bard took a shine to Kalina, and mentored the young corvum, teaching Kalina music, dance, and a bit of magic. Before the bard left, the bard shared with Kalina her dream of obtaining fame and fortune. Kalina, inspired, made the bard's dream her own. Kalina has since traveled across Humblewood, dazzling crowds with her acrobatic dances and using magic to convince audiences to tip a little extra. After all, it's not everyday folks get to see a dancing, wind-touched birdfolk perform!

FEATURE: SUPERNATURAL PRESENCE

Folks from all across Humblewood believe you have been divinely blessed by the power of the wind. If you make a show of your power or skill that can be attributed to your mystical connection with the wind, your believer's faith in you will be bolstered. They will support you, and, depending on how well you convinced them of your powers, treat you with reverence, or possibly even worship.

NOTES:

[illegible]

Title and Blessing: I accept this honor but I have my doubts.

Personality Traits: I'm confident in my abilities. My mood can be as unpredictable as the weather, and change just as quickly.

Ideals: *Cynicism.* What matters isn't whether or not my powers are genuine, but what advantages I can reap because of that belief.

Bonds: I want to become rich and famous.

Flaws: I can't resist a chance to perform for my adoring public.

SPELLS KNOWN

Cantrips: *mage hand, prestidigitation, vicious mockery*

1st level (4 slots): *detect magic (r)*, *healing word*, *heroism*, *hideous laughter*

2nd level (3 slots): *invisibility, shatter, suggestion*

3rd level (2 slots): *hypnotic pattern*

(r)- This spell can be cast as a ritual.

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