



The Garradrugh

A NEW CLASS INSPIRED BY CELTIC TREE DIVINATION

BY CAMERON DAY



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The Garradrugh – A New Class

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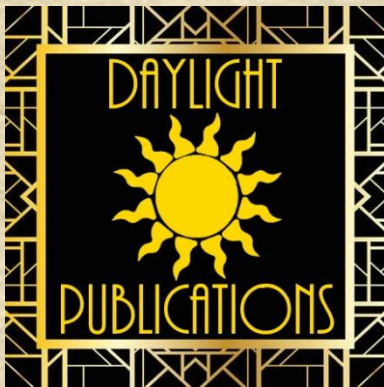
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Dedication

I want to dedicate this project to my grandfather John and dad Robb: to my grandfather for being the quintessential Yankee lumberman and running his own sawmill for nearly thirty years, and to my dad, the forester, for teaching me hard work and an appreciation for nature.

Language of the Trees

This class is greatly inspired by Edred Thorsson's *The Book of Ogham: The Celtic Tree Oracle*. We tried to pull as much historical tree divination from the ancient druids as possible, and this book was our guiding factor in doing so. The names given to the Garradrugh and their symbiotes stem from a combination of Gaelic, Irish, and Welsh - we wanted to try and show the amalgamative qualities of tree divination and how it existed within so many cultures by representing these three beautiful languages and cultures



The Garradrugh

A large half-orc wielding a halberd spins to protect his ally; a massive tower shield of wood, vines, roots, and leaves growing from the wooden bracer on his arm. A half-elf calmly completes a long poem, her quill held by an elegant glove stitched from fine bark and leaves with small geodes growing from it. A halfling leans over a fallen warrior, the cloak on her shoulders seems to stretch and envelop his body, the long fronds covering him gently. These are the garradrugh, the rootborn, the voice of the Grove.

Throughout the known world, nature calls and speaks to many. Some answer through elemental magic - such as shaman and druids - while others hear the divine cadence of the forest - paladins and clerics. But there are others who listen deeper, who take the next step and become garradrugh.

These warriors of the wood symbiotically bond with elemental beings or gods and serve nature fully and totally, working to find harmony between mortals and the natural world.

Champions of Balance

The garradrugh are often outcasts, refugees, escaped prisoners of war, victims of abuse, or children of destroyed families. The garradrugh - or rootborn as they are called amongst mortals - are emissaries but also harbingers; both introducing others to their order and a harmonious life with their surroundings, but also warning that should mortals tread too aggressively against nature there will be consequences. Often seen leading armies of elemental and fey creatures against unholy or unnatural enemies - the garradrugh are not to be trifled with, for they are equally great allies as they are terrifying foes.

Voice of the Grove

When first called by the Grove, the candidate follows the ethereal tongues until they arrive at the sacred ring of trees. Comprised of oak, ash, fir, birch, hazel, and yew; the Grove is a powerful epicenter of elemental and natural magic, home to an extremely ancient god or spirit. This being speaks to the candidate, determining if they are truly worthy to serve the Grove. If accepted, the candidate is gifted with a budding **beocryd**: a symbiotic organism filled with natural magic that will grow and evolve as the candidate does. And it is from here that the garradrugh begins their training.

Most garradrugh often enter the mortal world to bring forth the word of the Grove,

usher in a new age of conservation and mindfulness, or to strike down a great and powerful unnatural evil. However, all garradrugh are relatively free to wander and do as they wish, needing only to heed the call of the Grove should it require their aid.

Creating a Garradrugh

When building a garradrugh, consider that you are an agent of balance and nature. Most garradrugh rarely interact with mortals unless need be and can be very aloof or out of touch. But they are also very wise, living slightly longer than average humanoid races due to the connection with the Grove. You could either be the epitome of the values of the Grove or be seeking to fight against its overpowering force. Also, keep in mind which tree of the Grove aligns most with your character's values, and the kind of relationship that your character will have with their beocryd.

QUICK BUILD: You can make a garradrugh quickly by following these suggestions. First, Strength should be your highest ability score, followed by Wisdom. Second, choose the Outlander background. Then pick Animal Handling and Nature as your skills.

The Garradrugh Table

Level	Proficiency Bonus	Garradrugh Abilities
1st	+2	Root Reach

2nd	+2	Combative Adaptation, Planting Strike
3rd	+2	Elemental Health, Beocryd's Bond
4th	+2	Ability Score Improvement, Improved Planting Strike
5th	+3	Beocryd's Bite
6th	+3	Aura of Growth
7th	+3	Beocryd Evolution
8th	+3	Ability Score Improvement, Improved Planting Strike
9th	+4	Grove's Commune
10th	+4	Aura of Life
11th	+4	Improved Planting Strike
12th	+4	Ability Score Improvement

13th	+5	Improved Grove's Commune
14th	+5	Touch of the Grove
15th	+5	Beocryd Evolution
16th	+5	Ability Score Improvement
17th	+6	Improved Grove's Commune
18th	+6	Aura Improvements
19th	+6	Ability Score Improvement
20th	+6	Beocryd Evolution

Notes on the Grove for DMs and Players: In the Prime Material Plane, only one Grove can exist, or else the natural magic flowing through it would overload and reign chaos across the land due to the influx of other Groves. This also means that there can only be six garradrugh in the world at one time - a new one is summoned only when an old one has died. Should someone who is not known by the Grove attempt to take up a fallen garradrugh's beocryd, that individual will be cursed with never-ending madness and wandering. **USE THIS TO YOUR ADVANTAGE - integrate this into**

your backstory and campaign as it could easily crop up at a later time.

Class Features

As a garradrugh, you gain the following class features.

Hit Points

Hit Dice: 1d10 per garradrugh level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per garradrugh level after 1st.

Proficiencies

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: Alchemists' tools or artisans' tools.

Saving Throws: Strength, Wisdom.

Skills: Choose two from Arcana, Animal Handling, History, Intimidation, Medicine, Nature, Persuasion, and Religion.

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- a martial weapon and shield or (b) two martial weapons
- (a) five javelins or (b) any simple melee weapon
- (a) a priest's pack or (b) an explorer's pack
- Chain mail
- Beocryd symbiote

Rooted Reach

At 1st level, The presence of strong evil registers on your senses like a hot breeze, and powerful good rumbles like a small tremor under your feet. As a bonus action, you can open your awareness to detect such

forces. Until the end of your next turn, you know the location of any undead or corrupted elemental within 60 feet of you. Upon doing so, you may mark them with a rootbrand (a small natural tattoo that might appear as a smudge of dirt or a splinter) and gain advantage on your first attack or ability check against them. You can use this feature a number of times equal to 1 + your Charisma modifier per long rest.

Combative Adaptation

At 2nd level, your beocryd evolves to aid its host in combat. Choose one of the following options. You can't take a Combative Adaptation option more than once, even if you later get to choose again.

Protective Partner

Once per combat, the beocryd is able to block damage that would be done to multiple creatures at once. When you and up to two creatures you can see would take damage from a magical spell effect, you can use your reaction to ignore an amount of damage equal to 5 + your level for each target.

One as Two

When you are wielding a light melee weapon in one hand, your beocryd will create a copy of that same weapon in your other hand. When you hit with an attack made with your bonus attack, the target must succeed on a Constitution saving throw (DC = 8 + your proficiency bonus + your Charisma modifier) or become poisoned for 1 minute.

Deep Roots

When you roll a 1 or 2 on a damage die for an attack you make with a two-handed melee weapon, your beocryd roots you to the ground until your next turn. This drops

your AC by 2 but grants you resistance to nonmagical attack damage. On your first attack that hits next turn, you may add an extra d6 to your damage roll.

Bark Wall

When a creature you can see attacks a target other than you that is within 5 feet of you, your beocryd may surround the two of you in a thick bark wall. This wall has an AC of 18 and 30 HP. You must use your bonus action to dispel the wall if it is not destroyed.

Planting Strike

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can choose to deal 1d4 force damage to the target in addition to the weapon's damage, and roots grow from the earth - binding the creature to the ground. The creature must succeed on a Strength (Athletics) check (DC = 8 + your proficiency bonus + your Strength modifier) to break free. At 4th level, the force damage increases to 2d4, and the vines now have poison barbs that deal 1d4 poison damage.

At 8th level, the force damage increases to 3d4, and the vines now deal 1d6 poison damage. Finally, at 11th level, the force damage increased to 4d4, and the vines now deal 1d8 poison damage. You can use this feature a number of times equal to 1 + your Charisma modifier per short rest or long rest.

Elemental Health

By 3rd level, the natural magic flowing through you makes you immune to disease.

Beocryd's Bond

When you reach 3rd level, your beocryd sprouts and begins to grow - taking on the aspect of one of the six trees that comprise the Grove. At the end of the class, pick one of the six bonds. Your choice grants you individual evolutions at 3rd level and again at 7th, 15th, and 20th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

Beocryd's Bite

Beginning at 5th level, your beocryd gains an attack action. As one of your attacks, you may fire a blast roll a ranged spell attack (using your Charisma) against a target within 60 feet. On a hit, the blast deals 1d10 force damage. Alternatively, you may use your Strength modifier to make a melee attack at which you are proficient. Your beocryd grows tendrils with a reach of 10 feet and which 1d6 piercing damage.

Aura of Growth

Starting at 6th level, when resting, you may summon forth a small garden of fruits and vegetables as well as healing herbs in a 10-foot radius. All fruits and vegetables - a total of 1d6+1 bushes which 2d6 hit points each - must be consumed during the rest and cannot be saved.

At 18th level, the range of this aura increases to 30 feet and the number of

bushes increases to 4d6+4 and each heal 4d6 hit points.

Grove's Commune

Starting at 9th level, a garradrugh may spend one hour communing with the Grove. They must touch a fully-grown tree or partially bury themselves in earth. When they commune, they may ask the Grove (the DM) three direct questions which must be answerable by yes or no, and which must be answered truthfully. The garradrugh also regains 2 hit die.

At 13th level, the number of questions increases to four, and the hit dice to three. At 19th level, the number of questions increases to five, and the hit dice to four.

Aura of Life

Starting at 10th level, you and friendly creatures within 10 feet of you regain 1d6 hit points at the start of your turn as long as you are below quarter health and are not unconscious.

At 18th level, the range of this aura increases to 30 feet, and the health increases to 1d10 hit points.

Improved Planting Strike

By 11th level, you are so suffused with righteous might that all your melee weapon strikes carry elemental power with them. Whenever you hit a creature with a melee weapon, you can choose to expend any number hit dice. The creature takes an extra 1d8 force damage for each hit dice expended in this way.

Touch of the Grove

Beginning at 14th level, a player may commune with nature around them to grant

healing energy from the Grove itself. They may heal 4d12 hit points divided among up to four targets.

Aura Improvements

At 18th level, the range of your auras increase to 30 feet.

Variant Rule: Unity of the Grove

At 20th level, the Grove grants to its garradrugh immense power - allowing the six members of the Grove to combine their might and transform into a colossal elemental warrior called the Aonachdgar (Appendix A).



Beocryd's Bond

Becoming a garradrugh is only sealed once your beocryd blooms and begins to grow, marking you as accepted by your symbiotic partner. However, no beocryd is the same - each one takes on different abilities, evolutions and transformations all based on the tree from which your garradrugh identifies with most.

Each tree has various different values or ideals placed around it in the mysticism of the Grove. Those values and ideals form the tenants of each garradrugh and will grant different features as you level up - primarily in the form of evolutions that your beocryd undergoes.

Your beocryd has AC, hit points, and is sentient (Int 4 (-3), Wis 14 (+2), Cha 10 (+0)). Should a beocryd be reduced to 0 hit points, it shrivels up into a small bulb and must be planted in the roots of a corresponding tree in order to regrow. It cannot take damage unless it is the direct target of an effect or spell and does not take damage from area of effect spells. The Beocryd Toughness table shows its AC and hit points.

Beocryd Toughness Table

Garradrugh Level	Beocryd Toughness
3 rd	10 AC, 10 (3d6) hit points
7 th	12 AC, 14 (4d6) hit points
15 th	14 AC, 17 (5d6) hit points
20 th	18 AC, 24 (7d6) hit points

If reduced to 0 from 3rd to 7th level, the beocryd will take 1 day to regrow; 7th to 15th, 2 days to regrow; and 15th to 20th, 3 days to regrow. During this time, a garradrugh loses all beocryd-based abilities but retains all others.

Bond of Oak



Oak - or Duircura - garradrugh are stalwart and powerful, pure effigies of nature's strength and might. Often coming from rough backgrounds or having discovered the calling of the Grove when having survived the most extremes of nature, Duircura garradrugh make up the bulwark and backbone of the Grove.

However, Duircura garradrugh have been known to be easily corrupted - falling prey to dark nature spirits who whisper that mortals should be destroyed and nature should reign supreme. While it has happened rarely, other members tend to handle Duircura with care.

Tenents of Oak. A Duircura garradrugh etches his tenents into the wood of his shield: ***Endure** all, **strength** together, **lead** from the front, you are their **shield**.*

Oak Buckler

At 3rd level, when you receive your duircryd, it takes the form of a small buckler shield which can be strapped to your arm. The buckler grants and additional +1 to your AC, and does not require the use of your hand.

Hoplon Shield

At 7th level, the duircryd can grow into a large hoplon-style shield. As a bonus action, you can cause the duircryd to grow granting an additional +1 to your AC (+4 total) for 1 minute. You can use this ability a number of times equal to your Charisma modifier per long rest.

Tower Shield

At 15th level, the duircryd can grow into a full tower shield. As a reaction, you can cause it to grow, granting an additional +2 to your AC (+5 total) until the start of your

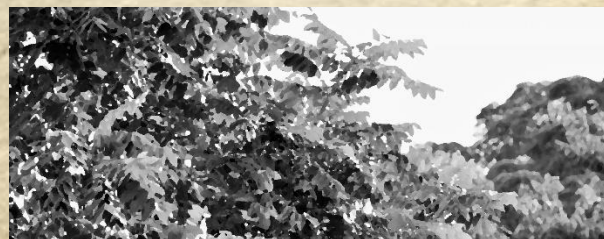
next turn, and granting you resistance to nonmagical bludgeoning, piercing, and slashing damage. You cannot use this feature again until you finish a short or long rest.

Fortress

At 20th level, the duircryd can protect you from all damage. As an action, you can cause your duircryd to grow into a 5-foot-cubed wall of wood. You cannot be targeted by any spells or attacks, have immunity to all damage, cannot move and your auras' radius increases by 10 feet. This effect lasts for 1 minute, or until you use your action to end the effect. You cannot use this ability again until you finish a long rest.



Bond of Ash



Ash - or Nincura - garradrugh are healing and nurturing, often teachers and emissaries of the Grove to new kingdoms and nations who might not know of them. Nincura garradrugh usually have experienced deep anguish in their distant or recent past, but channel that pain into compassion and love, aiding all in their passing and spreading peace and making them the calming spirit of the Grove. Their beocryd takes the form of a horn.

While rare, some Nincura have become obsessed with rebirth rather than healing and growth, leading them to cut down large swaths of the civilized world in an attempt to reclaim it for nature. Others, while preferring not be the direct cause of rebirth, see it as part of the greater whole within nature's cycle.

Tenents of Ash. A Nincura garradrugh will inscribe their tenents around the mouth of their horn: *All can be **reborn**, **peace** infuses all things, the **after** is always there.*

Summon Elemental

At 3rd level, the nincryd takes the form of a small horn, usually carved out of wood, which allows you to summon nature's support. As an action, you can blow the horn and summon a **wood elemental** (Appendix A) which appears in an unoccupied space of your choice within 30 feet.

The wood elemental acts on your turn, and you can command one elemental at a time using your bonus action. If you issue no command, it takes the Dodge action. The elemental stays for 1 minute, until it is reduced to 0 hit points, or until you use a bonus action to cancel this effect. This effect does not require concentration. You can use

this ability a number of times equal to your Charisma modifier per long rest.

Summon Dryads

At 7th level, the nincryd grows into a larger horn, and now wraps around the length of your arm. As an action, you can blow the horn to summon **two dryads** which appear in an unoccupied space of your choice within 60 feet.

The dryads act on their own initiative and respond to your commands (no action required by you). If you issue no command, they do not move but will defend themselves against attacks. The dryads stay for 1 minute, until it is reduced to 0 hit points, or until you use a bonus action to cancel this effect. This effect does not require concentration. You cannot use this ability against until you finish a short or long rest.

Sacrificial Offering

At 15th level, your nincryd wraps around your shoulder, granting you +2 AC. As an action, you can blow the horn, sacrificing any single summoned creature under your control. You can target a number of creatures within 60 feet equal to 1+ your Charisma modifier. Each creature regains a number of hit points equal to the sacrificed creature's remaining hit points.

Strength of Earth

At 20th level, your nincryd wraps around your head, forming a natural helmet and granting an additional +2 AC. As an action, you can blow the horn to summon 3 earth elementals which appear in a random unoccupied space within 120 feet. The elementals act on their own initiative and with their own motives, though they remain

friendly to you. They remain for 1 minute or until they drop to zero hit points.



Bond of Birch



Birch - or Beithecura - garradrugh are mysterious and mystical, often beings of high prophetic power. Coming from mountain tribes or swamp islanders, the Beithecura garradrugh have intrinsic magical gifts that outrank the other members of the Grove, making them the secret weapon of the circle.

It is rare, but some Beithecura garradrugh have been known to enter trances that can last for months or even years. One such Beithecura meditated for eighty years, their beocryd growing around them and

transforming them into a colossal birch tree.

Tenents of Birch. Beithecura garradrugh will often embroider their tenents into the leaves of their scarves: *We can never truly know our **origin, beginnings** are simply doorways, **vitality** fuels our path forward.*

Warding Scarf

At 3rd level, the beithecryd takes the form of a simple scarf woven from leaves and flowers. When you finish a long rest, you may choose one creature. They gain resistance to one type of damage for 24 hours.

Cloak of Insight

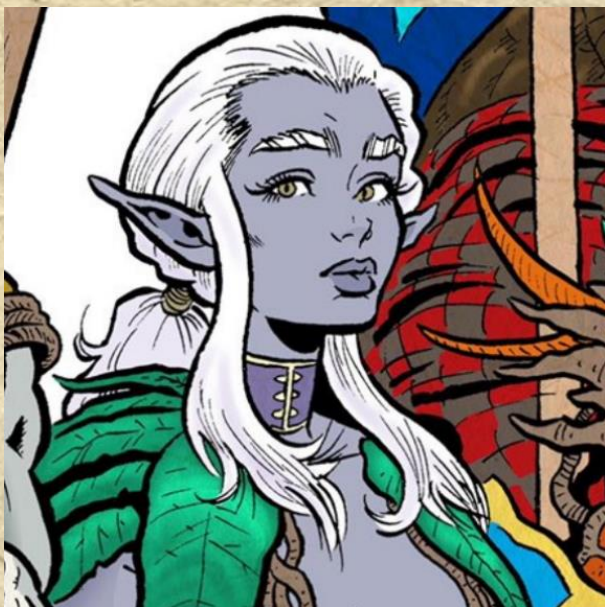
At 7th level, the beithecryd grows into a shoulder cloak of fronds and ferns. You may add your Charisma modifier to checks made using the Insight skill. When any creature rolls initiative, you may choose to add your Charisma modifier to their roll. You cannot use this ability again until you finish a short or long rest.

Cape of Flowers

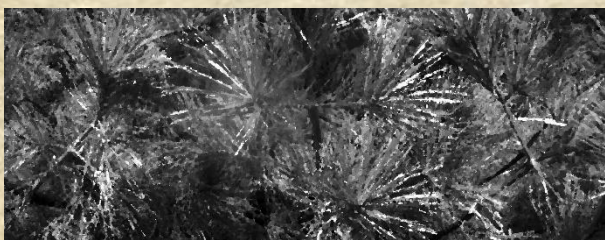
At 15th level, the beithecryd has grown to a long cape, elegantly embroidered flowers growing from it. Your flight speed is increased by 30 feet. When a creature you can see makes a saving throw, you can use your reaction to impose disadvantage on the roll.

Greatcloak of Visions

At 20th level, the beithecryd is now a massive greatcloak made from huge leaves, fronds, vines, and bark. Once per long rest, you may cast the psychic scream spell. Charisma is your spellcasting ability for this spell.



Bond of Fir



Fir - or Ailmcura - garradrugh are often born leaders, rising from military or governmental backgrounds to heed the call of the Grove. Ailmcura garradrugh have been known to start nations, colonies, or communities devoted to nature and typically act as their representative, figurehead, or spokesperson.

Occasionally Ailmcura garradrugh take over as rulers or generals in mortal lands, returning to the Grove only when they are about to pass on. Ailmcura rulers often offer their communities long stretches of prosperity and peace but will rarely devolve into despotism and tyranny.

Tenents of Fir. Ailmcura garradrugh will often carve their tenents into the crown or circlet they wear: *Our judgement must be objective, our guidance sovereign, and the health of our people our greatest need.*

Charismatic Leader

At 3rd level, the ailmcryd takes the form of a circlet made of vines, roots, and small natural stones. You have advantage on Charisma (Persuasion) checks against non-friendly creatures, and Charisma (Deception) checks against friendly creatures.

Commander

At 7th level, the ailmcryd expands into a small crown or tiara of geodes and vines. You can cast the command spell a number of times equal to your Charisma modifier per long rest. Charisma is your spellcasting ability for this spell.

Rallying Presence

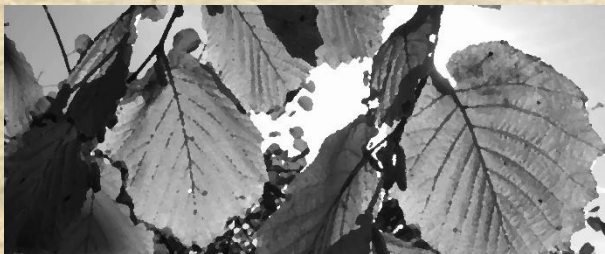
At 15th level, the ailmcryd develops into a full crown and tiara of glowing stones, roots, and flowers. When any creature within 10 feet fails a Wisdom saving throw, you can use your reaction to allow them to reroll with advantage. You can use this feature a number of times equal to your Charisma per long rest.

Hostile Condemnation

At 20th level, the ailmcryd grows into a beautiful headdress of beautiful flowers and budding vines. As an action you can project an aura out to 60 feet. For one minute, each creature of your choice in the area has disadvantage on all attack rolls, ability checks, and saving throws. You cannot use this ability again until you finish a long rest.



Bond of Hazel



Hazel - or Collcura - garradrugh sometimes come across the Grove by chance, or seek it from stories they have heard. With a great talent for collecting knowledge and lore, Collcura garradrugh are intrinsically creative and quick-thinking.

Collcura garradrugh often become greater chroniclers and archivists, training others in the collection and storing of lore. If one looks subtly, many city museums and libraries have hazel trees planted around them.

Tenets of Hazel. Collcura garradrugh often keep their tenets written on their gloves:

Create something new every day, knowledge is key to understanding, learning is a gift for all to have.

Glove of Knowledge

At 3rd level, the collcryd takes the form of a glove made from bark with a large glowing garnet on the back of the glove. When you finish a long rest, you may choose one of the following skills: Arcana, History, Investigation, Nature, or Religion. You have proficiency in that skill. If you already have proficiency in that skill, you double your proficiency bonus for checks made with it.

Anticipatory Tactics

At 7th level, the collcryd grows into a forearm length glove of beautiful leaves, the garnet expanding. When you roll initiative, you may add your Intelligence modifier to your initiative check or AC for 1 minute. Alternatively, you may choose your next attack roll, ability check, or saving throw, and add your Intelligence modifier to the next roll you make of that type.

Gauntlet of Lore

At 15th level, the collcryd expands into a full gauntlet of heavy vines and bark plates. Your collcryd grants you a +1 bonus to AC. Additionally, you may cast legend lore without using a spell slot. You must have the required material components. You cannot use this feature again until you finish a long rest.

Reliable Intellect

At 20th level, the collcryd evolves into a beautiful armored arm-piece of bark, the large garnets replicated at each joint. The AC bonus granted by your collcryd increases to +2. Additionally, you may use your Intelligence modifier for checks made with the Perception skill. Whenever you

make an ability check that uses your Intelligence modifier, you can treat a d20 roll of 9 or lower as 10.



Bond of Yew



Yew - or Idadcura - garradrugh are surrounded by doom and gloom but see it as part of life. Preferring the solitary life, Idadcura garradrugh have seen death and shaken its earthen hand. They are the true soul of the Grove, for they know when it shall fall and grow anew.

Idadcura garradrugh are often seen before great calamities or genocides, there as judgement for the perpetrators and comforters to the victims. Afterward, they stalk the battlefields and collect the souls of

the worthy dead to return to the Grove and put to rest in its hallowed soil.

Tenents of Yew. The tenents of the Idadcura are usually inscribed across the masks they wear: ***Death** is a certainty that none can escape, **immortality** is an illusion made by the foolish, **transformation** comes from within the soul and not the flesh.*

Mask of Tolling

At 3rd level, the idadcryd looks like a funeral mask made of bark and vines. You have advantage on Charisma (Deception) checks while you are wearing your idadcryd. You may cast the toll the dead cantrip at will. Charisma is your spellcasting ability for this spell.

Necrotic Cowl

At 7th level, the idadcryd grows into a light cowl made of leaves and vines. You gain resistance to necrotic damage. When you hit with a melee weapon attack, you may choose to deal an extra 2d6 necrotic damage. You can use this ability a number of times equal to your Charisma modifier per short or long rest.

Helm of Necromancy

At 15th level, the idadcryd grows into a half helm of geodes and bark. You gain +1 AC. You may cast create undead without using any spell slots or components. Charisma is your spellcasting ability for this spell. You cannot use this feature again until you finish a long rest.

Tolling Fulfilled At 20th level, the idadcryd forms a terrifying and haunting greathelm of bark, crystals, vines and leaves. The AC bonus granted by your idadcryd increases to +2. You may cast the finger of death spell without using a spell slot or components.

Charisma is your spellcasting ability for this spell. If you cast toll the dead on the target in the last 1 minute, it has disadvantage on the saving throw. You cannot use this ability again until you finish a long rest.



Appendix A

AONACHDGAR

Gargantuan vehicle

Creature Capacity 6 crew

Cargo Capacity 0 tonnes

Travel Pace 3 miles per hour (72 miles per day)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	26 (+8)	0 (-5)	0 (-5)	0 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical sources.

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious.

Complication Threshold. Should a body part take damage equal to or greater than its complication threshold, then one creature who is in the Aonachdgar takes damage equal to half of the damage dealt to the body part. This damage is of the same type that damaged the body part.

Multi-part Vehicle. The creatures making up the Aonachdgar are as much a part of it as they are each other. If the Aonachdgar is targeted by a spell, it instead targets a specific creature. Roll 1d6 to randomly determine which creature the spell targets. If a spell can affect multiple creatures, it can affect each creature. Additionally, creatures in the form can choose to use their ability modifier or the Aonachdgar's ability modifier for saving throws.

ACTIONS

On its turn, the Aonachdgar can take 3 actions, choosing from the options below. It can take only 2 actions if it has 3 crew. It can take only one action if it has fewer than three crew.

Attack. The Aonachdgar can attack with a Slam or Kick attack.

Walk. The Aonachdgar can use its legs to move.

HEAD

Armor Class 20

Hit Points 25; If the head is destroyed the Aonachdgar can not use reactions.

Complication Threshold. 20

Defensive Maneuver. As a reaction to being targeted by an attack, the Aonachdgar can make a Dexterity Saving throw against a DC equal to the attack roll. If it succeeds, it has resistance to that attack and can split the damage across the Head, Chest, Fist, or Leg locations.

CHEST

Armor Class 12

Hit Points 150; If the chest is destroyed the Aonachdgar can not use bonus actions and each turn must succeed on a DC 21 Constitution saving throw or the Aonachdgar falls and falls apart. All creatures who were in the Aonachdgar appear adjacent to where it was standing.

Complication Threshold. 25

Chest Beam. As a bonus action, the Aonachdgar can fire off a beam of energy from the chest. Choose a creature within 30 feet. It must succeed on a DC 15 Dexterity saving throw or take 10 (4d4) radiant damage.

WEAPON: FIST (2)

Armor Class 15

Hit Points 50;

Speed (land) 20 ft.

Complication Threshold. 30

Slam Attack. Melee Weapon Attack: +6 to hit, reach 15 ft., one target. Hit: 26 (4d8 + 6) bludgeoning. This deals half damage if a fist is at 25 or fewer hit points. This deals no damage if a fist is at 0 hit points.

MOVEMENT: LEG (2)

Armor Class 12

Hit Points 50; -5 ft. speed per 10 damage taken.

Speed (land) 20 ft.

Complication Threshold. 30

Kick Attack. Melee Weapon Attack: +6 to hit, reach 15 ft., one target. Hit: 26 (4d8 + 6) bludgeoning. This deals half damage if the legs are at 25 or fewer hit points. This deals no damage if a leg is at 0 hit points.

WOOD ELEMENTAL

Small elemental, neutral good

Armor Class 13

Hit Points 27 (6d6 + 6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	6 (-2)	16 (+3)	15 (+2)

Saving Throws Con+3

Damage Vulnerabilities fire

Senses Blindsight 30 ft., passive Perception 13

Languages Common, Primordial

Challenge 1/2 (50 XP)

Nimble. The elemental can move through the space of any creature that is one size larger.

Regeneration. If the elemental is within 5 feet of a plant, it regains 3 hit points at the start of its turn. It cannot be reduced to 0 hit points unless by fire damage.

Tiny Form. If the elemental is obscured by a creature at least one size larger than it, it has half cover.

ACTIONS

Slam. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.

Healing Pollen (Recharge 4-6): The elemental targets one creature they can see within 30 feet. That creature regains 6 (1d6+3) hit points.