

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

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

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

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

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

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

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 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