

ACTIONS IN COMBAT

ATTACK

You make a melee or ranged attack.

CAST A SPELL

You cast a cantrip or spell of 1st level or higher. Refer to the spell's casting time.

DASH

You gain extra movement for the current turn. The increase equals your speed, after applying any modifiers.

DISENGAGE

Your movement doesn't provoke opportunity attacks for the rest of the turn.

DODGE

Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated or if your speed drops to 0.

HELP

You aid one creature with a task, providing them with advantage on the next ability check it makes for that task. Alternatively, you can aid a friendly creature in attacking a creature within 5 feet of you. You feint, distract the target, or in some other way team up to make your ally's attack more effective. If your ally attacks the target before your next turn, the first attack roll is made with advantage.

HIDE

You make a Dexterity (Stealth) check in an attempt to become hidden, unseen and unheard.

READY

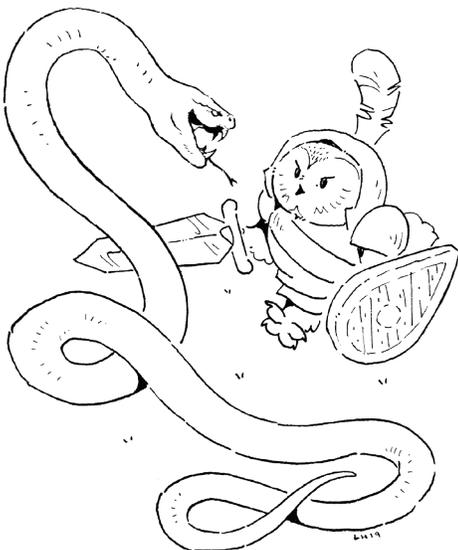
You declare an action, and the particular circumstance that will trigger that action, then if the circumstance occurs anytime before your next turn, you can use your reaction to take the previously declared action. If you ready a spell, it must have a casting time of 1 action, and you must concentrate on it until you release it.

SEARCH

You make a Wisdom (Perception) check or an Intelligence (Investigation) check to find something/someone.

USE AN OBJECT

You use an object, other than a magic item, that requires your action for its use.



CONDITIONS

BLINDED

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

CHARMED

- A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.
- The charmer has advantage on any ability check to interact socially with the creature.

DEAFENED

- A deafened creature can't hear and automatically fails any ability check that requires hearing.

EXHAUSTION

- If an already exhausted creature suffers another effect that causes exhaustion, its current level of exhaustion increases by the amount specified in the effect's description.
- A creature suffers the effect of its current level of exhaustion as well as all lower levels. For example, a creature suffering level 2 exhaustion has its speed halved and has disadvantage on ability checks.
- An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1.
- Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink.

FRIGHTENED

- A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- The creature can't willingly move closer to the source of its fear.

GRAPPLED

- A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- The condition ends if the grappler is incapacitated (see the condition).
- The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when a creature is hurled away by the *thunder-wave* spell.

INCAPACITATED

- An incapacitated creature can't take actions or reactions.

INVISIBLE

- An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.
- Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

PARALYZED

- A paralyzed creature is incapacitated (see the condition) and can't move or speak.
- The creature automatically fails Strength and Dexterity saving throws. Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

PETRIFIED

- A petrified creature is transformed, along with any nonmagical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging.
- The creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- Attack rolls against the creature have advantage.
- The creature automatically fails Strength and Dexterity saving throws.
- The creature has resistance to all damage.
- The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

POISONED

- A poisoned creature has disadvantage on attack rolls and ability checks.

PRONE

- A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.
- The creature has disadvantage on attack rolls.
- An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

RESTRAINED

- A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- The creature has disadvantage on Dexterity saving throws.

STUNNED

- A stunned creature is incapacitated (see the condition), can't move, and can speak only falteringly.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.

UNCONSCIOUS

- An unconscious creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- The creature drops whatever it's holding and falls prone.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

MOVEMENT RULES

Long Jump. When you make a long jump, you cover a number of feet up to your Strength score if you move at least 10 feet on foot immediately before the jump. When you make a standing long jump, you can leap only half that distance. Either way, each foot you clear on the jump costs a foot of movement.

This rule assumes that the height of your jump doesn't matter, such as a jump across a stream or chasm. At your GM's option, you must succeed on a DC 10 Strength (Athletics) check to clear a low obstacle (no taller than a quarter of the jump's distance), such as a hedge or low wall. Otherwise, you hit it.

When you land in difficult terrain, you must succeed on a DC 10 Dexterity (Acrobatics) check to land on your feet. Otherwise, you land prone.

High Jump. When you make a high jump, you leap into the air a number of feet equal to 3 + your Strength modifier if you move at least 10 feet on foot immediately before the jump. When you make a standing high jump, you can jump only half that distance. Either way, each foot you clear on the jump costs a foot of movement. In some circumstances, your GM might allow you to make a Strength (Athletics) check to jump higher than you normally can.

You can extend your arms half your height above yourself during the jump. Thus, you can reach above you a distance equal to the height of the jump plus 1/2 times your height.

Falling. At the end of a fall, a creature takes 1d6 bludgeoning damage for every 10 feet it fell, to a maximum of 20d6. The creature lands prone, unless it avoids taking damage from the fall.

Climbing, Swimming or Crawling. While climbing, swimming, or crawling each foot of movement costs 1 extra foot (2 extra feet in difficult terrain), unless a creature has a climbing or swimming speed. At the GM's option, climbing a slippery vertical surface or one with few handholds requires a successful Strength (Athletics) check. Similarly, gaining any distance in rough water might require a successful Strength (Athletics) check.

COMMON BIRDFOLK ABILITIES

Glide. When falling at least 10 feet, the birdfolk 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, or heavy weapons (though they can drop any held items as part of their reaction).

Wing Flap. Gallus and Luma have much more developed wings. As a bonus action, these birdfolk can use their powerful feathered arms to propel themselves upward 15 feet. They can use it in conjunction with a regular jump, but not while gliding.

Talons. Corvum, raptor, and strig have taloned hands. Calculate attack and damage bonuses for talons using either Strength or Dexterity, including proficiency. The base damage for these attacks is 1d4 piercing damage. Birdfolk with Talons also roll advantage on Strength (Athletics) checks made to climb.

COVER

A target with **half cover** has a +2 bonus to AC and Dexterity saving throws. A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or a creature, whether that creature is an enemy or a friend.

A target with **three-quarters cover** has a +5 bonus to AC and Dexterity saving throws. A target has three-quarters cover if about three-quarters of it is covered by an obstacle. The obstacle might be a portcullis, an arrow slit, or a thick tree trunk.

A target with **total cover** can't be targeted directly by an attack or a spell, although some spells can reach such a target by including it in an area of effect. A target has total cover if it is completely concealed by an obstacle.

TRAVEL PACE

PACE	DISTANCE PER MIN	DISTANCE PER HOUR	DISTANCE PER DAY	EFFECT
Fast	400 feet	4 miles	30 miles	-5 penalty to passive Wisdom (Perception) scores
Normal	300 feet	3 miles	24 miles	—
Slow	200 feet	2 miles	18 miles	Able to use stealth

HUMBLESCRATCH CIPHER

a	b	c	d	e	f	g	h	i	j
A	➤	↳	>	⬅	⚡	↩	⚡	7	⌋
k	l	m	n	o	p	q	r	s	t
⬅	∟	⬆	⚡	➤	➤	➤	➤	⚡	∟
u	v	w	x	y	z	!	?	.	,
⚡	∟	∟	⚡	∟	➤	⚡	⚡	.	,
1	2	3	4	5	6	7	8	9	0
∟	∟	∟	∟	∟	∟	∟	∟	∟	∟

QUICK NPC NAMES

D12	FIRST NAME FEMALE	FIRST NAME MALE	LAST NAME
1	Asandra	Benji	Bitterbloom
2	Bruna	Cryx	Cannuk
3	Cherri	Drake	Figgins
4	Corri	Endo	Ghaddie
5	Dreya	Fletcher	Gravewind
6	Elsbeth	Harlock	Hannington
7	Greta	Iggy	Hawksburg
8	Henrietta	Jorn	Hillshaw
9	Imelda	Kale	Mokker
10	Kaja	Lorvis	Oleander
11	Luma	Morgi	Quartz
12	Mira	Nalu	Revayne
13	Naya	Oakly	Sprigg
14	Ophelia	Perry	Sundapple
15	Penny	Quinn	Torring
16	Riette	Ricker	Uxbridge
17	Serra	Sanford	Voss
18	Tawny	Talwyn	Woffletstone
19	Ula	Wilson	Yarrow
20	Zelda	Zeke	Zephyr

ELIZA'S EMPORIUM - GOODS

d6	ITEM	COST	d10	MAGIC ITEM	COST
1	Deed to a house in Brackenmill	500 gp	1	<i>eluran boots (boots of elvenkind)</i>	200 gp
2	Wooden Eye	10 gp	2	<i>bracers of archery</i>	250 gp
3	Scroll of <i>major image</i>	150 gp	3	<i>cloak of strigkind (cloak of elvenkind)</i>	300 gp
4	A small clockwork squirrel made of bronze. It will hop for 1 minute after it has been properly wound.	25 gp	4	<i>efficient quiver</i>	350 gp
5	Token with a ram's head on it	5 gp	5	<i>feather token (bird)</i>	500 gp
6	An old spellbook with 1d6 random 1st level spells, 1d4 random 2nd level spells, and 1 random 3rd level spell (choose from the Wizard's spell list).	350 gp	6	<i>feather token (tree)</i>	500 gp
			7	<i>figurine of wondrous power (silver raven)</i>	250 gp
			8	<i>ring of feather falling</i>	600 gp
			9	<i>robe of useful items</i>	350 gp
			10	<i>staff of the python</i>	500 gp

SUSAN'S POTIONS

POTION	INGREDIENTS	POTION EFFECT
<i>Potion of Healing</i>	A swamp lizard tail and bull-rush root	Heals the drinker for 2d4 + 2.
<i>Potion of Greater Healing</i>	A crocodile eye, bull-rush root, and a violet fungus cap	Heals the drinker for 4d4 + 4.
<i>Potion of Animal Friendship</i>	A bit of fur, a scale, a feather, and a whisker	The imbiber can cast <i>animal friendship</i> (save DC 13) for 1 hour at will.
<i>Potion of Feather Fall</i>	A downy feather and a pinch of forest ash	The imbiber gains the effects of the <i>feather fall</i> spell for 5 minutes.
<i>Potion of Resistance</i>	Shifting slime residue and a small mirror	The imbiber gains resistance to one type of damage for 1 hour (Player's choice).
<i>Oil of Stickiness</i>	Sticky slime residue and a forest slug	When spread on an object or location it creates a nearly imperceptible coating. Creatures that come into contact with the oil must succeed a DC 12 Strength (Athletics) check or become restrained. At the end of each of its turns, a restrained creature can repeat the saving throw, ending the effect on a success.
<i>Oil of Slipperiness</i>	Mountain breeze and morning dew	If spread on a creature, they gain the effects of the <i>freedom of movement</i> spell for 10 minutes. If spread on a location, it gains the effects of the <i>grease</i> spell for 20 minutes or until it is washed away.

WHAT DO THEY HAVE IN THEIR POCKET?

d20	THEY HAVE...
1	A carefully cleaned and varnished mouse skull.
2	A ruby statue worth 50 gp, but birdfolk and humblefolk alike believe it to be cursed.
3	A golden coin dating back to the very founding of Alderheart.
4	A small switch-knife hidden inside of a wooden spoon.
5	A holy symbol of an Amaranthine not worshipped in Humblewood.
6	A feather with brilliant tropical colours, not seen on any Humblewood birdfolk.
7	A ring with a strange seed where a gemstone would normally be.
8	A mechanical cricket, but its winding key is missing.
9	A thin length of chain, that when examined is actually made of seamless loops of wood.
10	A small bag containing hand polished marbles, each one with a different small insect in it.
11	A necklace made from the shells of small iridescent beetles.
12	A wooden frog that is perpetually slick with some kind of viscous moisture.
13	A short, thin twig that is unbendable and indestructible.
14	A locket made from a polished periwinkle shell. A strange sigil has been carved on the inside.
15	A glass jar filled with eight fireflies, each giving off light. One glows white, and the others glow a different colour of the rainbow.
16	A bandit mask from a time before the Coalition.
17	A detailed onyx carving of a birdfolk skull. It is cold to the touch.
18	A silver pinecone that is completely immune to fire damage.
19	A locked music box. Mechanical chirping can occasionally be heard from inside.
20	A weathered parchment scroll, which unfurls to reveal music inscribed in long-faded ink.



CAVE ENCOUNTERS (LEVEL 1)

d8 ENCOUNTER

- 1d2 **gray oozes** conceal themselves as stagnant pools.
- A **shifting slime** attacks.
- 1d2 roosting **swarms of emberbats** drop from the ceiling.
- 2 **caustic slimes** attack.
- The party finds a 6-foot-tall bioluminescent mushroom.
- 1d4 **sticky slimes** attack.
- Two **sticky slimes** and a **caustic slime** attack.
- 1d4 **violet fungus** attack.

CITY ENCOUNTERS (LEVELS 2-4)

d8 ENCOUNTER

- A **mapach tinkerer** with a hand cart of goods distracts the party with his marvellous wares while his **hedge bard** partner attempts to pickpocket them.
- An innocent **cervan priest** is accosted by 1d4 **birdfolk guards**. These birdfolk are criminals who've stolen Perch Guard uniforms, and the party will be rewarded for their capture.
- A visiting **vulpin noble** is interested in seeing the sights. Show them around town by rolling again on this table. They will accompany the party for this encounter, and should they survive, will reward the party 20 gp for the invigorating time.
- A gathering of acrobatic street performers. If high enough level, a party member with the Sharp Mind trait, or who makes a DC 14 Intelligence check, will recognize a **gallus monk** among them from a wanted poster.
- A citywide parade to honor Gaspard, the Champion. There are jousts, fencing matches, and other contests in which the party can participate. Defeat a **jerbeen swashbuckler** in a duel to win a magic item.
- A mysterious death. If players are high enough level, this could lead to a fight with the **corvum assassin** who was paid to perform the murder.
- A bar fight breaks out between 1d4 **mapach bandit** patrons and 1d4 **birdfolk militia**.
- A pair of **jerbeen thieves** steal from the party. This leads back to their **vulpin captain** leader, who runs a pickpocketing ring in town.

COAST ENCOUNTERS (LEVEL 4)

d8 ENCOUNTER

- The party finds a small shrine to Gesme within a hidden grotto. The first player to pray here gains the ability to cast **clairvoyance** once, without material components.
- 2 **raptor explorers** are leading a **strig tracker** bounty hunter to the party.
- 1d4 giant petrels circle overhead (use the stat block for a **giant eagle**, but with a 30 ft. swim speed).
- A violent storm rolls in. If the party chooses not to take shelter, they must make a DC 14 Constitution saving throw while traveling, suffering a level of exhaustion on a failure.
- A mass of seaweed turns out to be a **shambling mound**.
- A ship is stolen from the docks by 1d4 +1 **birdfolk sailor** pirates, led by a **jerbeen swashbuckler**.
- A sinking ship is spotted with it's crew aboard. There are 1d3 **hunter sharks** circling in the water.
- A crashing wave sweeps in, and the party must make a DC 14 Strength saving throw or be swept 80 feet into the sea, where a **water elemental** lies in wait.

FOREST ENCOUNTERS (LEVEL 1-2)

d8 ENCOUNTER

- 2d4 **mapach bandits** ambush the party.
- 1d2 **swarms of emberbats** attack the party.
- 1d4 **magmin** can be spotted burning foliage through the trees. They haven't started a fire yet, but they will if left unchecked.
- The party finds a moss covered shrine to Reya. The first character that stops to pray here gains the ability to cast **elevated sight** once.
- 1d4 **mapach bandits** and a **jerbeen thief** spring from the forest, offering safe passage for a road toll of 3 gp per party member. They will attack if the toll is not paid immediately.
- 1d3 **wolves** led by a **dire wolf** attack the party.
- A **birdfolk skirmisher** on patrol is struggling in a large spider web and calling for help. He has been bound in silk, requiring a DC 15 Strength check or one round using a cutting tool to free him. There are 1d2 +1 **giant spiders** hidden in the trees.
- A bandit's net trap has been laid across the trail and covered with leaves. It can be spotted with a DC 15 Wisdom (Perception) check. If players walk into it, the trap springs, and players must make a DC 14 Dexterity saving throw to avoid getting caught. On a failure, you can roll on this table again to complicate the encounter.

MOUNTAIN ENCOUNTERS (LEVEL 2-3)

d8 ENCOUNTER

- Two **griffons** can be seen in the distance. They give a warning shriek. The party can find another route, losing ground and rolling again on this table, or fight them.
- 1d4 **mapach bandits** and a **vulpin captain** attack.
- A hungry **basilisk** appears.
- 1d4 **jerbeen thieves** attack.
- 1d4 **mountain lions** attack.
- The weather suddenly shifts to a bitter storm. If the party chooses not to take shelter, they must make a DC 13 Constitution saving throw while traveling, suffering a level of exhaustion from the cold on a failure.
- The party finds a weathered shrine to Altus. The first character that stops to pray here gains the ability to cast **enhance ability** once, without using material components. The player may only select either the **Bear's Endurance** or **Bull's Strength** options when the spell is cast.
- The party finds a roost of 1d3 **giant eagles** with 1d4 young (Medium sized beasts that cannot attack) with them. They will attack unless the party can convince them they are not a threat.

SCORCHED GROVE ENCOUNTERS (LEVEL 3)

d8 ENCOUNTER

- 1d4 + 1 **swarms of emberbats** attack.
- An **ashsnake** attacks. If the party is hunting for the **ashsnake** in **Part 3**, it is waiting to ambush them.
- The party finds a small stand of scorched trees, two of which tower above the others. When approached these two **awakened trees** attack with branches that glow with embers. Their attacks deal fire damage instead of bludgeoning damage, and can set flammable objects carried by characters on fire.
- One **fire elemental** can be seen off in the distance. Players must make a DC 10 Dexterity (Stealth) check to avoid its notice, otherwise it will see them and attack.
- 1d3 **magma mephits** and 1d2 **dust mephits** attack.
- 1d4 **magmin** attack.
- A Tender is being attacked by a **swarm of emberbats**.
- A field of geysers lays ahead, each intermittently spraying scalding gases into the air. The party can attempt to cross cautiously with a DC 16 Intelligence check to notice a pattern, or by making three DC 14 Dexterity saving throws, taking 4 (1d8) fire damage on each failure. Pass or fail, after 3 saving throws they've made it across. Alternatively, party members can choose to go around. If so, roll again on this table.

SWAMP ENCOUNTERS (LEVEL 1)

d8 ENCOUNTER

- 1d3 **birdfolk skeletons**, covered in moss rise from the murky water and attack.
- Two **sticky slimes** and a **caustic slime** attack.
- The party stumbles upon a **swarm of quippers** in the water. Players with a passive Perception of 15 or higher notice the swarm and avoid it.
- The party finds a fungus covered shrine to Henwin within a tangle of plant life. The first character to pray here gains the ability to cast **spiny shield** once, without using material components.
- 1d4 **sticky slimes** attack.
- 1d2 **swarms of insects** envelop the party. They have a walking speed of 5 ft., a 30 ft. flying speed, and no climbing speed.
- Two **caustic slimes** attack.
- A birdfolk researcher caught in quicksand. Requires a DC 12 Strength (Athletics) check to free. Roll again on this table to complicate the encounter.