

# ROOT & TWIG



A TIMBER-THEMED CLASS BOOK

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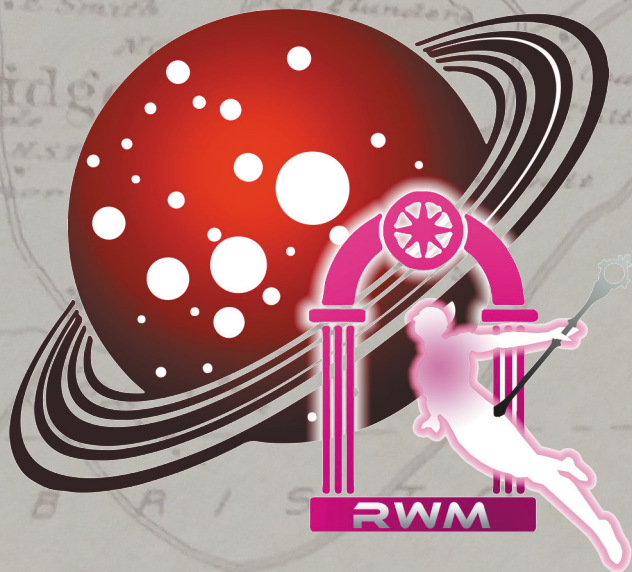
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## PREFACE

**T**his project stemmed from a joke at eight o'clock in the morning while Ryan and myself were chatting about ideas for another project - Ryan had messaged me saying "I hope I didn't wake you up," to which I responded "I am always up this early, it is my lumberjack blood." For the rest of the morning until my lunch break, I had hundreds of ideas going through my head for a lumber or timber themed class supplement. So I messaged Ryan and said "Hey, you want to collaborate on this? I got ideas, you have all the layout and mechanical expertise." So now, here we are with Root and Twig.

## 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.

## TALL TREES AND TOWERING TIMBERS

The American logging industry - its heyday beginning in the mid-1800's and lasting until the early 1900's - is one of the United States's mythic chapters like the Wild West, the Civil War, or Revolutionary War. Hundreds of thousands of men, women, immigrants, and even children

worked to help supply the growing need for lumber as urbanization boomed. All the class archetypes in this book - save for the Garradrugh - are based as accurately as possible on real-world lumber jobs that folks held. We wanted to encapsulate what it meant to be part of the timber economy but also part of the growing fields of dendrology, silvology, and conservation that were appearing.

## THE TERM "LUMBERJACK"

The term lumberjack is as equally problematic as "fireman", "businessman", and other like terms, though there is not an easy solution for its replacement. It also donates a certain class and way of life. We will try to keep its usage to a minimum, and where you see terms like "logger", "forester", or "timberfolk", those are our attempts at a more inclusive application of the lumberjack idea.

## LANGUAGES OF THE TREES

This book is greatly inspired not only by the timber industry, but also 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, as well as the Green Man warlocks and their pact items, 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.





# CLASSES



## BARBARIAN: PATH OF THE FORESTER

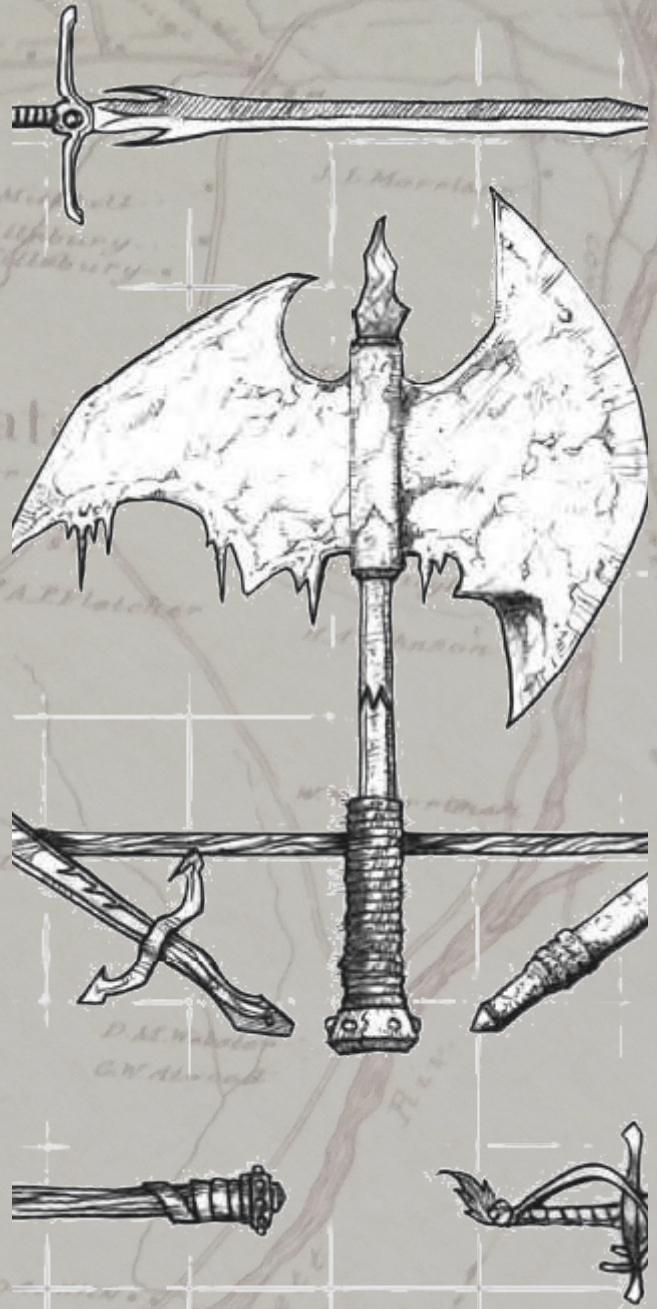
Usually foresters are called in by landholders who simply do not have the money to afford a crew of loggers. They point toward the woods and let the forester's expert work do the rest. Foresters are often barbarians who prefer to remain away from other people and feel more at home channeling their rage into something constructive or buildable. They erect great lodges in the woods for werebears, or aid villagers in clearing storm damage. At the end of the day, while foresters are usually very peaceful, one hew from their axe or sword is enough to fell the strongest of oaks or pines.

### DEFT SWINGS

When you choose this path at 3rd level, you become more deadly with two-handed weapons. When wielding a two-handed weapon, you score a critical hit when you roll a 19 or a 20 on the d20. You have advantage on all attack rolls against plants.

### CLEAVE

At 6th level, you put maximum power behind your swings. When you reduce a creature to 0 hit points, you may use the same attack roll against another creature within 5 feet of you. You reroll the damage dice and cannot score a critical hit against the second target. You cannot cleave more than one extra target per attack roll.



### ANIMAL AID

At 10th level, you can summon the animals of the forest to aid you. Once per short rest, you may cast conjure animals.

### DIRE AIM

At 14th level, you have excellent aim in the most dire circumstances. When you miss with an attack, you may increase your level of exhaustion by one to change the miss to a critical hit.



## BARD: COLLEGE OF CAMP SONGS

Loggers and timberfolk will go for long stints out in the woodlands with no one but a mule or ox for company. It is lonely and isolated work, but that is where the camp-song bard comes in. Specially trained to keep the morale and energy of the loggers up when they might be out working for weeks or months, camp-song bards are optimistic workers who are there to make the time pass quickly and aid where they can. They pass their resilience and cheer to those around them.

### SOOTHING SONG OF REST

Starting at 3rd level, when you use your Song of Rest feature during a short rest, any creature who expended a hit die also gains 1d6 temporary hit points.

The temporary hit points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

### IMPROVED RECUPERATION

At 6th level, when you take a long rest, you may choose not to regain any missing hit die. If you do, each other creature taking the long rest regains an extra number of hit die equal to your Charisma modifier. You cannot use this ability if you have full hit die.

### FEELGOOD CAMPFIRE SONGS

At 14th level, your campfire songs take on even more magical properties. During a short or long rest, you may expend the appropriate amount of hit die to take one of the following actions on you or another creature:

- 2 hit die: remove one level of exhaustion.
- 3 hit die: cast *remove curse* without any spell components and without using a spell slot.
- 5 hit die: cast *greater restoration* without any spell components and without using a spell slot.

If you use this feature during a long rest, you cannot use your Improved Recuporation feature and cannot regain your hit die.



## CLERIC: DOMAIN OF SUSTENANCE

The sustenance domain is a welcoming one, meant for those with big hearts and a long compassionate streak. Clerics of this domain will often accompany groups of loggers and timberfolk into the wilderness to both act as cook, clergy, and medic. Whether providing tasty meals or bolstering the energy of foresters, sustenance domain clerics are always in high demand.

### SUSTENANCE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>false life</i> , <i>goodberry</i>
3rd	<i>enhance ability</i> , <i>enlarge and reduce</i>
5th	<i>aura of vitality</i> , <i>beacon of hope</i>
7th	<i>aura of life</i> , <i>death ward</i>
9th	<i>Circle of power</i> , <i>skill empowerment</i>

### BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency in the Survival skill, and double your proficiency bonus for any checks made using that skill.

### SUSTAINING REST

At 1st level, you've learned how to get the most out of a night's sleep. After you finish a long rest, you gain temporary hit points equal to your proficiency bonus plus your Wisdom modifier (minimum of 1).





## CHANNEL DIVINITY: NATURE'S ENDURANCE

Starting at 2nd level, the cleric can use Channel Divinity to imbue their allies with some of nature's sustenance.

As an action, you present your holy symbol and use your Channel Divinity. Each creature of your choice within 30 feet gains temporary hit points equal to your cleric level. This stabilizes a dying creature, but does not restore them to consciousness.

## ADAPTABLE ENDURANCE

Starting at 3rd level, your Channel Divinity: Nature's Endurance has a range of 30 feet. Any creature who gains temporary hit points from this feature has advantage on their next ability check or saving throw, as long as they still have temporary hit points.

## CONTROLLED BURN

At 8th level, when any creature you can see within 60 feet fails an attack roll or saving throw, you can use your reaction to expend any number of temporary hit points and add them to that creature's roll.

Alternatively, you can expend any number of temporary hit points to reduce a creature's attack roll or saving throw by the same amount. You can use this feature a number of times equal to your Wisdom modifier per long rest.

## NATURE'S GRACE

Starting at 17th level, whenever you gain temporary hit points from any source, you can choose one other creature to gain an additional amount equal to half the amount you gained.

## DRUID: CIRCLE OF TIMBERS

Sometimes you just need to fiddle with something. For most common timberfolk, that leads to simple carving or whittling. But are able to commune and work with the wood in tandem, creating truly beautiful masterpieces and understanding the forest for what it is - a living breathing being. Timber druids are immensely resourceful and talented, able to build almost anything from wood, and even communicate with the trees around them to offer aid, protection, and guidance.

## MASTER OF WOOD

When you choose this circle at 2nd level, you become adept at using items made of wood. Shields made of wood grant an extra +1 AC. Quarterstaves and clubs have a +1 to attack and damage.

## CIRCLE SPELLS

Your mystical connection to the land infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells. Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

### TIMBER SPELL LIST

Druid Level	Spells
3rd	<i>barkskin, locate animals and plants</i>
5th	<i>plant growth, speak with plants</i>
7th	<i>grasping vine, guardian of nature</i>
9th	<i>conjure elemental, tree stride</i>

## FRIEND OF THE TREES

At 6th level, you can call the trees to fight for you. As a bonus action, choose one tree you can see within 120 feet. It takes on the characteristics of an awakened tree. It acts on its own initiative, but will take orders from you.

It obeys any verbal commands that you issue to them (no action required by you). If you don't issue any commands to it, it takes the Dodge action. The DM has the creature's statistics.

The tree reverts to its original state when it drops to 0 hit points, you use a bonus action to dismiss it, or after 1 minute. You cannot use this ability again until you finish a short or long rest.

Starting at 11th level, you can awaken two trees at once when you use this feature.





## WALL OF WOOD

At 10th level, as an action, you create a wall of wood at least one portion of which must be within 60 feet of you. The wall is 60 feet long, 15 feet high, and 1 foot thick. The wall lasts until your concentration ends. Each 5-foot-wide section of the wall has AC 12 and 100 hit points. Breaking one section creates a 5-foot by 5-foot hole in it, but the wall otherwise remains intact. The wall lasts for 1 minute. You cannot use this ability again until you finish a short or long rest.

## ENCASED IN WOOD

At 14th level, you can encase other creatures in wood. As an action, you choose one creature you can see within 60 feet. The creature must succeed on a Dexterity saving throw against your spell save DC or become encased in a standing wood coffin 5-foot-square and 10 feet tall. The target is paralyzed for the duration and immune to all damage. The target can willingly fail the saving throw, and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. This ability requires concentration and lasts up to a minute.

## FIGHTER: LOGGER ARCHETYPE

Loggers are the bread and butter of any timber operation, coming from across the realms, from all different races, cultures, religions and backgrounds. All are hard workers and dedicated to getting the job done and making what gold they can to help their families at home. Loggers are versatile workers and fighters, using their expertise at climbing trees and swiftly knocking down swathes of forest to establish themselves on the battlefield.

## ADDITIONAL FIGHTING STYLES

**Tree Fighting.** You gain advantage to attack rolls you make while at a height at least 5 feet higher than the target.

**Thrown Fighting.** When you throw a weapon, you are considered proficient in it (including improvised weapons) for the sake of the ranged attack roll. When you throw a weapon with the “light” property, it can be considered “finesse” even if it wouldn’t be otherwise (Originally found in [BHB](#)).

## TREE CHOPPER

When you take this archetype at 3rd level, you gain a climbing speed of 20 feet. Additionally, if you are not wearing armor or wielding a shield, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier.





## TREE FELLER

Also at 3rd level, your attacks with hand axes deal 1d8 die of damage, instead of 1d6, and score a critical hit on a roll of 19 or 20.

## FLESH WOUND

By 7th level, you've been around axes enough to shrug off minor accidents. When you take slashing damage, you may use your reaction to take only half the damage.

## ADDITIONAL FIGHTING STYLE

At 10th level, you can choose a second option from the Fighting Style feature.

## FELLING WOUND

At 15th level, when you cause a target to take slashing damage on your turn, you can force the target to make a Constitution saving throw (DC = 8 + proficiency bonus + your Strength modifier) or fall prone. You can use this ability a number of times equal to your Strength modifier (minimum of 1) per short or long rest.

## HACK AND SLASH

At 18th level, when you make an attack with a slashing weapon against a creature who is prone, you deal an extra 1d8 damage and score a critical hit on a roll of 18-20.

## MONK: WAY OF THE TWISTING BOUGH

Born with the need for wind in their hair and the feel of supple branches beneath their feet, Way of the Twisting Bough monks are daredevils and thrill seekers - always looking for adventure. They are natural climbers and jumpers, and love the adrenaline of riding the curves of canopies from trunk to trunk. They have enhanced elemental abilities compared to other monks.

## ONE WITH NATURE

At 3rd level, your attunement with nature allows you to cast basic spells. You learn two cantrips of your choice from the druid's spell list. In addition, choose one 1st-level spell from the druid's spell list. You learn that spell and can cast it at its lowest level. Once you cast it, you must finish a long rest before you can cast it again using this feat. Wisdom is your spellcasting ability for these spells.



## LIGHT AS A LEAF

At 6th level, monks of this order learn to manipulate their weight and mass, spreading themselves across the branches to further their grace and agility. You have advantage on ability checks to avoid and escape from grappling.

## SON OF MAN

At 11th level, your ability to navigate the trees is almost magical. On your turn, when you are within 5 feet of a tree, you can expend 2 ki points and 5 feet of movement to enter the tree. You instantly know the location of all other trees of the same kind within 500 feet and, as part of the move used to enter the tree, can either pass into one of those trees or step out of the tree you're in. You appear in a spot of your choice within 5 feet of the destination tree, using another 5 feet of movement. If you have no movement left, you appear within 5 feet of the tree you entered.

## TRUNK'S STRENGTH

At 17th level, you've learned temporarily harden your body to be as strong as a tree trunk. As a bonus action, you can expend 4 ki points. For the next minute, your base AC becomes 16 and you gain resistance to nonmagical bludgeoning and piercing damage and force damage. Additionally, until the effect ends, you have advantage on Constitution saving throws.



## RANGER: CONSERVATION ARCHETYPE

While many rangers are natural hunters, there are others who do what they can to keep the land protected, its wildlife safe, and interlopers out. These conservationists are often hired by cities or kings to keep their estates and surrounding lands protected and thriving. But don't let their peaceful nature confuse you, for they can be as deadly as their brethren in the field.

### RANGER'S OATH

At 3rd level, your oath to conserve nature grants you special bonuses. You gain forest as a favored terrain, if you don't already have it. When you complete a short rest in your favored terrain, you regain an extra hit die and gain a number of temporary hit points equal to your Wisdom modifier.

### SYMBIOTIC PROTECTION

At 7th level, your favored terrain repays your kindness with protection. When in your favored terrain, the land seems to form around you in such a way that you always have half cover. Also while in your favored terrain, your movement doesn't provoke opportunity attacks, and you can take the Dash action as a bonus action.

### FLEXIBLE TRAVEL

At 11th level, while in your favored terrain, your movement, swim, and climbing speeds increase by 10 feet. When you finish a long rest, you may change one of your favored terrains for 24 hours.

### SOUL OF THE FOREST

At 15th level, the conservationist has truly bonded with the forest, its energy and theirs becoming one. While in your favored terrain, you regain a number of hit points equal to your ranger level at the start of your turn if you are not unconscious.



## ROGUE: RIVER DRIVER

The river driver has one of the most dangerous jobs of a lumber operation; riding barges of logs often tied together with nothing but a few coils of rope down rivers for hundreds of miles to the mills where they will be sawed and boarded. These are often thrill seekers, daredevils, smaller stocky individuals who live for the danger and suspense of the drive. They form friendships and connections wherever they go, but must always leave. Some are married and have families, sending the money they make back home but rarely seeing their family. But others are loners, out to explore the world on the back of a log floating down the river of life.

### BONUS PROFICIENCIES

When you take this archetype at 3rd level, you gain proficiency in polearms and learn two languages of your choice.

### FIRST WENT ON THE DRIVE

You can choose three cantrips from the Wizard spell list. Intelligence is your spellcasting ability for these spells.

### SIX MONTHS HARD LABOR

At 7th level, the river driver has spent significant time on the river, gaining new feats of agility and strength. You can grapple a creature up to two sizes larger than you, and have advantage on all grapple checks made against creatures larger than you.





## LIFE ON THE RIVER

Also at level 7, you can long jump a distance equal to twice your Strength score. This distance is not reduced when making a standing long jump. You can hold your breathe an additional number of minutes equal to  $\frac{1}{2}$  your proficiency bonus.

## CAUSED ME TO ROAM

At 15th level, the river driver can now navigate through diverse verbal conflicts and battles of wits due to extensive travelling. You gain advantage on all Charisma

(Persuasion/Intimidation/Deception) checks. Additionally, once per short rest, you may add 1d4 to any Charisma-based check. You may use this after you roll, but before you know the results of the check.

## FAR AWAY FROM HOME

At 20th level, the river driver has established several small homesteads and bases across much of the landscape they have traveled. When arriving in a new city roll on the Far From Home table

**D100 roll**    **Effects**

1-60	You and your party may live a modest lifestyle for free within the city.
61-90	You and your party may live a comfortable lifestyle for free within the city. You gain a 10% discount on all goods within the city.
91-100	You and your party may live a wealthy lifestyle for free within the city. You gain a 20% discount on all goods within the city. Most people of influence will go out their way to help you.

## SORCERER: DRYAD BLOODLINE

You always had a knack for growing things, sunny and hot days made you energized rather than tired and worn, and your blood was clear and sugary-smelling rather than reddish and copper. One day you met your parent when wandering the woods - a beautiful tree-like visage that glowed with nature's luster. Dryad bloodline sorcerers are adept at elemental and natural magic, but also are emissaries of dryad tribes and nations to elven or even human settlements - working to find the best way to make the world work for both.

## SUNLIGHT'S KISS

At 1st level, you thrive off sunlight. You are immune to radiant damage. When you take radiant damage, you gain temporary hit points equal to your Charisma modifier.

## SOUL OF THE WOOD

At 6th level, you become more like the trees from which you are descended and it fuels your magic. While you are wearing no armor and not wielding a shield, your AC equals 13 + your Dexterity modifier. When you spend a sorcerer point, you regain a spell slot of a level equal to one half the number of points spent (rounded down, minimum of 1) rounded down. You cannot use this ability again until you finish a long rest.

## SPEAK FOR THE TREES

At 14th level, your dryadic nature allows you to speak more freely with the trees. You may cast speak with plants at will. You know the spell tree stride and it does not count against the number of spells you know. Once per long rest, you may cast tree stride without any components and without using a spell slot.

## FOREST CHOSEN

At 18th level, a dryad sorcerer has become a pure font of natural energy. When you roll Initiative, the sorcerer may summon forth a colossal weapon of pure sunlight, roots, and branches called a ghrianlann or sun blade - said to have been wielded by ancient fey-dryad guardians. This ghrianlann remains for 1 minute, takes the form of the sorcerer's favored weapon, and grants the player the ability to cast variant versions the sunburst and sunbeam spells.

- **Sunbeam:** if a target is reduced to half health (rounded down) or less by *sunbeam*, their movement speed is reduced to 0 until the end of their next turn as they are rooted in place by throngs of light. If they are reduced to 0 health, the target is disintegrated and a small tree grows from their pile of ash.
- **Sunburst:** if a target is blinded by *sunburst*, they take an extra 27 (6d8) psychic damage as the image of their burning flesh flashes in their mind. If the target is reduced to 0 hit points in this way, they die and slowly transform into a tree.





## WARLOCK: PATRON - THE GREEN MAN.

The nature god Silvanus is a powerful being, for the Forest Father never sleeps. While he does answer the call of druids and Oath of the Ancients paladins, not many know that he also is a warlock patron. Mysteriously called the Green Man - or Tammuz by some - Silvanus comes to warlocks who are looking to control intense natural power but who also seek balance between nature and progress, birth and rebirth. But beware - for the Green Man's bond is full, and those who take his hand rarely return the same.

### Expanded Spell List

The following spells are added to the warlock spell list for you.

Spell Level	Spells
1st	<i>absorb elements, ensaring strike</i>
2nd	<i>locate plants and animals, spike growth</i>
3rd	<i>erupting earth, plant growth</i>
4th	<i>conjure woodland beasts, guardian of nature</i>
5th	<i>commune with nature, tree stride</i>

### HEART OF NATURE

At 1st level, when you choose this patron, you are given a cridhathir. The cridhathir resembles a bracer made of heavy bark, vines, and natural geodes, and pulses with a sentience of its own. You also start the first round of mutations: your skin becomes thick and barklike. Your base AC becomes 12. You can now speak Druidic, Elven, and Primordial and know the goodberry cantrip.

### GREEN MAN'S FORESIGHT

At 6th level, your second mutation occurs: your base AC grows to 13, and small saplings begin to sprout from your back. Every ten day, these saplings produce 1d6+4 pieces of fruit. As a bonus action, a creature can eat a piece of fruit, which will either remove one condition, or grant advantage on the next attack roll or ability check made within one minute.

### THE MIGHT OF SILVANUS

At 10th level, your third mutation occurs: your base AC grows to 14, your saplings merge into three small trees, and antlers begin to sprout from your brow. These trees can now bear 2d6+4 fruits. The antlers - based on which animal you choose - will grant various bonuses:

**Moose.** Your Strength score increases by one to a max of 20. You also gain advantage on Strength checks and treat swampy or marshy terrain cannot impose movement penalties on you.

**Elk.** Your Constitution score increased by one to a max of 20. You also gain advantage on Constitution checks and rocky or unstable terrain cannot impose movement penalties on you.

**Stag.** Your Intelligence score increased by one to a max of 20. You also gain advantage on Intelligence checks and wooded and brambled terrain cannot impose movement penalties on you.

**Caribou.** Your Dexterity score increases by one to a max of 20. You also gain advantage on Dexterity checks and tundra and icy terrain cannot impose movement penalties on you.

### GREEN MAN'S WRATH

At 14th level, your final evolution occurs: the three small trees on your back merge into a singular trunk, your antlers gain in size, and large wings of leaves and roots sprout from your back. Your flying speed increases by 30 feet. While flying, you treat your carrying capacity as though you had a Strength score of 20. Your tree now bears 3d6+4 fruit each tenday.





## ELDRITCH EVOCATIONS

### BRAMBLESPLSION

**Prerequisite:** 7th level, The Green Man Patron.

Your eldritch blast does an additional 1d10 piercing damage, as it explodes into thorns when it hits.

### BITTERSWEET REWARDS

**Prerequisite:** The Green Man Patron

Your goodberries heal an additional number of hit points equal to your Constitution modifier.

### TO THE GREEN MAN WITH YOU!

Your eldritch blast deals an extra 1d4 necrotic damage.

## PACT OF THE SEEDLING

The Pact of the Seedling is an ancient one, dating back to the foundations of the world, for to many cultures, the tree represents the backbone upon which the cosmos sits. The six trees that are most often given as pacts are the rowan, alder, willow, holly, apple, and blackthorn - each with various magical properties. And it is these seedlings which the Green Man or other archfey and nature spirits give to their warlocks.

**Rowan.** Starting at 3rd level when you take this pact, the rowan tree grants you proficiency in the Insight skill, and your movement speed increases by 10 feet. Due to its deep connection to ferrymen and ship captains, you may add your proficiency bonus to any Charisma rolls made to interact with these targets.

**Alder.** Starting at 3rd level when you take this pact, the alder tree grants you proficiency in the Arcana skill, and your swim speed increases by 10 feet. Additionally, the alder is often associated with the otherworld and spirits. You have advantage on spell attacks made against undead creatures.

**Willow.** Starting at 3rd level when you take this pact, the willow tree grants you proficiency in the History skill, your flying (hover) speed increases by 10 feet, but you cannot fly more than 5 feet off the ground. Additionally, the willow is often connected to scholars, archivists, and witches. You have advantage on Intelligence (History) checks.

**Holly.** Starting at 3rd level when you take this pact, you may add your Charisma modifier, in

addition to your Dexterity modifier, to your AC if you are not wearing armor or using a shield. Additionally, the holly is often associated with vengeance or revenge - a sign of balance for wrongs. When you make an Initiative check, you may choose one creature. Your next attack against that creature is made with advantage.

**Apple.** Starting at 3rd level when you take this pact, you have resistance to psychic damage and advantage on wisdom saving throws against fear effects. Additionally, the apple is associated with beauty, eternity, and the afterlife. Once per long rest, you may summon three apples. Any creature who eats an apple is under the effect of the charm person spell (DC 13). The apples spoil and rot away after 24 hours.

**Blackthorn.** At 3rd level when you take this pact, the blackthorn tree allows you gain proficiency in the Intimidation skill. Additionally, the blackthorn is associated with control, power, and external forces. When you hit an enemy with eldritch blast, they must succeed on a Constitution saving throw against your spell save DC or become stunned until the end of their next turn.





## WIZARD: SCHOOL OF SILVOLOGY

Every generation, there are those few wizards who come from a family with druids or rangers in their ancestry, and that need to be out in nature to see what the classroom cannot provide. Silvology wizards combine their intense book study with a deep interest in the outdoors and natural magics, blending their hardiness and wanderlust with traditional arcane values.

### NATURE MAGIC

When you choose this school at 2nd level, you may choose one 1st-level druid or ranger spell and copy it into your spell book for twice the gold cost. Each time you gain a spell slot level, you may choose a druid or ranger spell of that level or lower to copy into your spell book for twice the normal gold cost.

### SYMBIOSIS

At 2nd level, when you cast a spell that targets yourself or a single ally, you may expend an additional spell slot to cast the same spell on a different person. The spell cannot require concentration.

### AGGRESSIVE CONSERVATION

At 6th level, when you cast a druid or ranger spell, roll a d20. On a 1, the spell fails and you lose your spell slot. On a 20, you cast the spell without using the spell slot.

### ERADICATION

At 10th level, when you cast a spell that imposes a saving throw, you may expend an additional spell slot of any level. Any creature making the saving throw against your spell does so with disadvantage.

### LONG TERM GROWTH

At 14th level, you may choose to forgo regaining spell slots during a short rest. Next time you take a short rest, you regain all your spell slots. You may only use this ability if you are missing a number of spell slots whose level is equal to or greater than your Proficiency Bonus.





## GARRADRUGH (ROOTBORN)

*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.

#### 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.



# THE GARRADRUGH

Level	Proficiency Bonus	Features
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

# 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:** Alchemist's supplies or one artisan's tool of your choice.

**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) 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' 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.



## BEOCRYPD'S BITE

Beginning at 5th level, your beocryd gains an attack action. As one of your attacks, you may fire a blast of force. 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 SMITE

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).

## BEOCRYPD'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 tenets 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 it's AC and hit points.

### BEOCRYPD TOUGHNESS TABLE

Garradrugh Level	Beocryd Toughness
3rd	10 AC, 10 (3d6) hit points
7th	12 AC, 14 (4d6) hit points
15th	14 AC, 17 (5d6) hit points
20th	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 etches his tenents into the wood of his shield: Endure all, strength together, lead from the front, be the 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 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 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 beithcryd 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 beithcryd 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 beithcryd 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 Often become greater chroniclers and archivists, training others in the collection and storing of lore. many city museums and libraries have hazel trees planted around them.

**Tenets of Hazel.** Collcura often keep their tenents written on their gloves. Create something new every day, knowledge is key, learning is a gift.

## 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.

## GAUNTLETT 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 Idadcure - garradrugh are surrounded by doom and gloom, but see it as part of life. Loving the solitary life, Idadcure garradrugh have seen death and shaken its earthen hand. In reality, they are the true soul of the Grove, for they know when it shall fall and grow anew.

Idadcure are often seen before great calamities or genocides, there as judgement for the perpetrators and comforters to the victims. They 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 Idadcure are usually inscribed across the masks they wear: Death is certain, immortality is an illusion, transformation comes from within.

## 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

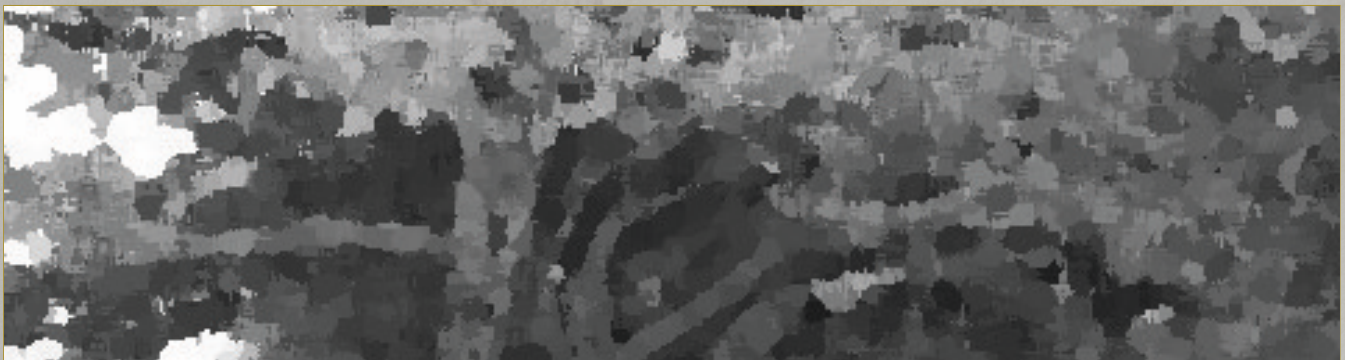
At 7th level, the idadcryd grows into a light cowl made of leaves and vines. You gain resistance to necrotic damage. When you hit with a melee weapon attack, you may choose to deal an extra 2d6 necrotic damage. You can use this ability a number of times equal to your Charisma modifier per short or long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

## 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 fails 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.