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TENDERS OF THE SCORCHED GROVE

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Tenders of the Scorched Grove



THE TENDERS

Hundreds of songs ago, in the already ancient forest of Humblewood, a wise birdfolk sage bonded with the treants who stewarded the groves of the Wood. The treants taught the sage about the forest, the creatures they shared it with, and how all are cradled within the Great Rhythm's embrace. The sage used their teachings to found the Tenders, an order sworn to uphold the balance of natural forces. Although the sage's name has been lost to history, the Tenders persist to this day.

As humble caretakers of the Wood, the first Tenders studied the interconnectedness of all life as well as the practice of gentle, natural magic. The treants' teachings helped the Tenders heal the forest from blights and fires. Following the example of the treants, they tended small village groves and used their magic to provide support in times of hardship. Possessing a deep insight into the Great Rhythm, the Tenders came to be seen as a bridge between the will of the Wood and the people who lived there. Over a few hundred songs until they became an established presence in the Wood.

The order faced its greatest challenge during the Great Calamity. As fires raged unabated, incinerating nearly a third of Humblewood's woodland, the Tenders helped those fleeing the blaze. The flames of the Great Calamity forged the Scorched Grove, and the Tenders took it upon themselves to restore the corrupted earth. Their search to correct the elemental imbalance of the Scorched Grove led the Tenders to incorporate disparate schools of magic into their teachings. Most notably they managed to merge the scholarly approach of Avium wizards with the harmonious teachings of their druidic arts. With this new understanding of arcana, the Tenders have made steady progress toward healing the Grove's corruption.

As certain Tenders dedicated their lives to healing the Scorched Grove, others pledged to mend the world in different ways. Some organized into a force of first responders to protect the Wood against natural upheavals, while others became healers, teachers, and tree-shapers. Others traveled across Everden, where they discovered lands with dangerous elemental imbalances. This divided the order into distinct chapters, or Branches. Each Branch of the Tenders has an elected leader, called a treekeeper. Once every fifty songs Branch treekeepers convene to share what their Branch has learned. Treekeepers also hold urgent meetings when necessary, but are otherwise absorbed in their most important duty: seeking answers that may heal the damaged areas of Everden.

TENDERS IN THE WORLD

All Tenders are united by a shared set of goals, despite how different Branches might seek to achieve them. Tenders view themselves as wise teachers, dedicated to guiding others toward a life in balance with the Great Rhythm. They are also diligent sentinels, dedicated to foreseeing and averting threats to this balance, both natural and manufactured. This duty extends to safeguarding hazardous magics and powerful artifacts lest they fall into the wrong hands. When nature summons up storms, floods, or other life-threatening events, the Tenders work to lessen their harm, providing help for those injured or displaced, and repairing damage wrought to the ecosystem. Finally, the Tenders have a duty to tend to areas that have been scarred or corrupted by strong elemental energies. This includes shielding people from the monstrous creatures that live in such areas, and gradually restoring the balance of elemental energies to help the land return to a natural state.

Everden is home to many branches, three of which are described here.



Kiana Hamm

THE TENDERS OF THE SCORCHED GROVE

The first proper Branch of the order was the Tenders of the Scorched Grove. This group of Humblewood Tenders were names following the events of the Great Calamity. The Tenders of the Scorched Grove work to heal the flame-scarred western area of Humblewood from which they take their name. Members of this Branch regularly make pilgrimages to the Scorched Grove to learn from the elders there. Some put down roots in the Grove and dedicate their lives to keeping watch over the area. Due to the dangers present in and around the Scorched Grove, this Branch faces greater risks than many other Tender chapters. The Tenders of the Scorched Grove are also trusted to maintain the most extensive records of the order. They are led by a corvum mystic named Janily of the Ever-changing Sky. Janily is currently on a spiritual quest to the far corners of Everden, a journey on which she hopes to uncover the secret to healing the Scorched Grove.

THE TREANTS OF HUMBLEWOOD

I remember the treants. So large and powerful they were, but gentle as the spring. Those who come after may not know of their kindness, nor of their great sacrifice, yet it is because of them that we still dwell in Humblewood. We owe them a debt that cannot be repaid.

When the fires of the Great Calamity blazed out of control, it was the treants who rose to our protection. They came from all over the Wood to surround the accursed conflagration. Skilled in the primordial magic of the very first druids, the eldest of their kind used their awesome power to form a barrier against the inferno. Their leaves burned to ash, their bodies charred and splintered. Through it all, the treants stood tall and firm, sheltering the Wood until a ritual abated the Calamity... though who knows for how long.

I suspect that, to whomever reads this, it may be hard to believe that treants were once a common sight in the Wood. Indeed, they could often be seen strolling through the hillsides. Each treant with its own grove, tended to the trees and all living things within them. The old stories say it is from the treants that we took our name, for we too aspired to be Tenders of the forest. Being long-lived, they knew much of the Wood's history, and, though towering creatures, not even the smallest seed escaped their notice. Above all else, they were teachers, and that is what Tenders must strive to be. With the eldest and wisest of the treants lost to the flames, we must take their place, not only as keepers of lore and stewards of nature, but as those who tend to the very spirit of this world.

ALTHANDER OF THE NEW LEAF,

Autumnal From a weathered journal kept in the Tender's archives

THE TENDERS OF THE CRYSTAL WASTES

The Tenders of the Crystal Wastes were among the first Branches established outside of Humblewood in the neighboring land of Firnveldt. Their chapter was founded to contain a spreading expanse of hoarfrost, known as the Crystal Wastes, that persistently encroaches on the Rimewood and the region's green plains. Initially established by members of the Tenders of the Scorched Grove, this Branch has since grown to differentiate itself through a more contemplative and judicious approach to their duties. They keep a solemn vigil in mighty fortresses, bulwarks against the encroaching ice. They are led by a perceptive and intelligent raptor called Cain of the Sunsworn Oath, who possesses a boundless curiosity. He scours the often-dangerous ruins of ancient civilizations, searching for any lost lore that may help their cause.

THE TENDERS OF THE TANGLEWILDS

A more recently founded Branch, the Tenders of the Tanglewilder were established in the great jungle from which they take their name. Their tales tell of a group of locals who were inspired by a traveling treekeeper to take up the task of protecting their rainforest home from harm. The Branch has since organized into a force known throughout the region for their valor and dedication. Most of their number are rangers who live off the land and are experienced in recognizing disturbances in the natural balance. Their leader is a luma known only as Grandmother Orchid, who is rumored to have lived for hundreds of years. Unlike other treekeepers, Grandmother Orchid only travels when she must convene with other Branch leaders. Tanglewild Tenders say that she spends her days in meditation within the tangled roots of an enormous tree, feeling the pulse of the entire world.



Christina Kraus

TENDER CHARACTERS

Characters who are part of the Tenders are usually good-aligned and are rarely evil. One of the pillars of the order is compassion for all life. Those who act maliciously often find themselves shunned not only by their fellow Tenders, but by the forest itself. Tenders also embrace neutral alignments, for they are taught to respect the balance of nature. Although the Tenders are an order rooted in birdfolk tradition, members of all races are welcome among their ranks. While characters of all classes and backgrounds can make good Tenders, the order counts a large number of druids, monks, rangers, and wizards among them. As an organization with strong ties to the birdfolk pantheon, especially Hanera, clerics are often found in their ranks as well.

You should consider playing a Tender if:

- You like the idea of being a member of an order that works behind the scenes to avert threats before they manifest.
- You want to play a spellcaster with a deep respect and curiosity for nature's mysteries.
- You want to play an active part in saving humblefolk and birdfolk from the ravages of forest fires, floods, and other natural and unnatural disasters.
- You wish to bring about a world where birdfolk and humblefolk live in harmony both with nature and each other.

BECOMING A TENDER

Tenders teach that the Great Rhythm exists in a delicate balance. If this natural balance is ever broken, the Rhythm will eventually correct itself, but the ensuing chaos will cost many lives and irrevocably alter or damage many ecosystems. According to the Tenders, survival of the fittest is an inhumane doctrine; it is far better if harmony can be maintained for the collective benefit of everyone.

Joining the Tenders is not difficult as recruits are sorely needed due to the order's thinning numbers. Anyone who shows proper devotion to the tenets of natural balance can swear an oath to become a keeper of harmony.

ROLES WITHIN THE TENDERS

There are a variety of roles within the Tenders that members can fill. These roles denote a member's primary focus within the order.

WARDENS

Wardens work as first responders after a natural disaster. They provide relief by setting up temporary shelters for creatures who have been displaced and use natural magic to heal surviving flora and fauna. They also go on missions to survey dangerous areas or investigate situations that could pose a danger to nature. Classes with an aptitude for healing magic excel at this role, especially rangers and paladins of nature.



Kiana Hamm

EMBERWARDENS

A role unique to the Tenders of the Scorched Grove, emberwardens have dedicated their lives to the revitalization of the flame-cursed wastes. Many emberwardens are clerics and monks, as their lifestyle is one of monastic discipline and contemplation.

HEARTBRAIDERS

Heartbraiders serve as mediators between people and nature. They help spread the Tenders' teaching that the two are inseparable. Usually, they are employed as shapers in Alderheart or as groundskeepers in Tender-operated groves. Heartbraiders are frequently druids.

WOODSAGES

Rather than take on an active role, woodsages work behind the scenes. They work in the Tenders' archives, ensuring that new and old records are preserved in the large repository of knowledge. Some of this archived knowledge could be dangerous if ever it were released, so it is watched over by a circle of high-ranking Tenders, the autumnals. Wizards and other spellcasters are often woodsages.

YOUR PLACE IN THE ORDER

Whereas roles in the Tenders describe the focus of a member's efforts, ranks denote different levels of respect and trust within the order. Higher-ranking members have demonstrated a deeper understanding of the natural balance of the Great Rhythm and their place within it. The higher the member's rank, the more they are encouraged to round out their experience through contemplation, study, in addition to direct experience in the field. Adopting this doctrine, a Tender learns how to balance the spiritual, academic, and practical elements of the order's teachings.

These ranks are not meant to be advanced through quickly. A good rule of thumb is that the transition from one rank to the next should accompany a story beat.

SEEDLING

You have attained the lowest rank in the Tenders, representing the first stage of growth. At this stage the seed of knowledge has been planted and now must be nurtured. You are granted access to most of the Tender archives, excluding texts guarded by the autumnals. If you show promise in the order, you will be posed a sacred riddle to provoke thought on the balance of nature and your place within it.

As a seedling you are taught a ritual which allows you to commune with nature and befriend a minor forest spirit. The forest spirit takes on the form of a Small or Tiny beast of challenge rating 0 of your choice. The forest spirit has the statistics of the chosen form, though it is an elemental, fey, or plant (your choice) instead of a beast.

The forest spirit acts independently from you. It is friendly toward you and generally follows your instructions, but if you willingly harm nature or act in ways that are malicious or evil, the forest spirit abandons you. In combat, it rolls its own initiative and acts on its own turn. The forest spirit disappears when it drops to 0 hit points, leaving behind no physical form.

It reappears after you spend an hour communing with nature.

Your forest spirit can communicate with you telepathically as long as you are within 100 feet of each other. Additionally, your forest spirit can communicate with any creature with which it shares a type.

You can't befriend more than one forest spirit at a time. If you perform the ritual while you already have a forest spirit, you instead cause your forest spirit to adopt the form of a different Small or Tiny beast with a challenge rating of 0 of your choice.

THE FIRST RIDDLES

The first riddles are a collection of thought experiments which can be posed to seedlings to give them a chance to ruminate on the teachings of the order. A riddle is given to a new member who shows promise or a desire to advance further within the order. Upon giving an answer which shows an understanding of the cycles of nature and the great balance that keeps the world together, they then become eligible to progress to the next rank.

For example, when asked, "Is the hawk mightier than the rabbit?" a simple answer might be that the hawk is mightier because it is a terrifying predator, but an answer that shows an understanding of the forces of nature would be that neither one is mightier. The hawk relies on the rabbit to live, and when the hawk dies, its remains nourish the soil which grows the grass that the rabbit eats. A few sample riddles are given below, and whether or not an answer is accepted is up to the GM.

- ♣ Why must the leaves die in autumn?
- ♣ How is a tree like a community?
- ♣ Which came first, morning or twilight?
- ♣ What is the drop of water to the stream?



SPROUTLING

Prerequisites: Seedling rank in Tenders, and must have answered one of the first riddles of the order

You have answered one of the first riddles and begun your journey along the path to true wisdom. Sproutlings are encouraged to study natural magic, to understand how it feeds from the primal energies of nature. This is where many internalize the “slow way is the best way” approach advocated by the order, and where some begin to branch off into studies of the arcane. Sproutlings are likewise encouraged to supplement their independent learning with wisdom from more experienced members of the order.

As a sproutling, you will never find yourself wanting for a teacher. You can ask a Tender **druid** of sapling or higher rank for help with a problem you are currently facing. The GM will decide which NPC you have access to and the NPC's rank. The NPC makes every reasonable effort to assist you but may only be able to offer information or advice. In some situations, the NPC may explain that it is necessary to step back in order to allow you to learn through adversity. In other situations, an NPC may insist on accompanying you or bringing the matter to the attention of higher-ranking members of the order.

FLAMEWARDEN (SPECIAL ROLE)

Prerequisites: Sproutling or higher rank in Tenders of the Scorched Grove, and must have taken the Oath of Flame

In attaining this special rank you have dedicated your life to healing the imbalance in the Scorched Grove, watching over areas that have been claimed by it, and understanding the strange creatures that make the Grove their home. As a emberwarden, you can still advance in ranks as normal, but your charge requires that you return to the Scorched Grove when not adventuring to continue your vigil.

You learn how to speak, read, and write Ignan (or another language if you already know Ignan). Additionally, you have advantage on Intelligence, Wisdom, and Charisma checks you make related to fire-based creatures of the Scorched Grove.

THE OATH OF FLAME

This oath is recited in a special ceremony by those who wish to take on the mantle of emberwarden and dedicate themselves to tending the Scorched Grove.

*I pledge upon the roots of the world to watch
the flame that blights this land*

*To revive the green where ash now swirls,
to shepherd fire with steady hand*

*To keep safe all who do here tread,
to learn the secrets ash can teach*

*To honor treants charred and dead,
to keep their final hope in reach*

*This pledge I make becomes my oath,
a covenant with errant flame*

*To Humblewood and nature both,
and all life in the Rhythm's name*

SAPLING

Prerequisites: Sproutling rank in Tenders, and either the ability to cast the spell cure wounds or proficiency in the Medicine skill

You now have the experience and wisdom to apply your knowledge in practical service of natural balance. You are also expected to help lower-ranking members who ask for your advice.

As a sapling, you may be tasked with journeying across the Wood as an official warden of the Tenders. While acting in this capacity, when reasonable and possible you can count on villagers to offer free lodging. When assigned a mission, you can ask a summerblossom to borrow a treasure of the order to help you complete your task. You can choose from among *antlers of the true path**, a *belt of the weald**, or a *ring of animal influence*. Whichever object you pick must be returned once the mission is complete. The GM decides which of these treasures, if any, you have access to.

SUMMERBLOSSOM

Prerequisites: Sapling rank in Tenders, and a show of valor for the sake of the order

You have shown your ability to marry study and experience in the service of nature, as well as demonstrated that you have both the courage and the wisdom to lead. As a summerblossom, you are tasked with mentoring others in the order, directing the movements of lower-ranking members, and leading wardens in the field when necessary. While you don't have the same ability to communicate with the treekeeper as autumnals, any concern you pass onto an autumnal will be taken seriously. You may also access the most heavily guarded lore in the Tenders' archives, though you must first obtain permission from the autumnals, who oversee its safekeeping. You are responsible for directing the efforts of lower-ranking members of the order based on information shared with you by the autumnals. You lead a team of 2d6 **acolytes** and 2d4 **druids** of sapling rank or lower. You are given leave to task these NPCs with specific missions, though any mission you assign must be of relevance to the goals of the order. You may call upon 1d4 **acolytes** and a **druid** from among these to assist you directly with a task for the order, but in these situations you are responsible for their safety, and you may be held accountable should anything go wrong.



Christina Kraus

AUTUMNAL

Prerequisites: Sapling or higher rank in Tenders, and the ability to cast at least 4th-level spells

Your contemplation on the nature of magic has granted you insights which are recognized by your peers. You are now seen as among the wisest and most studious of your order, and you are responsible for utilizing your vast knowledge for the good of Everden.

As an autumnal, you are on equal footing with summerblossoms, but where they have committed themselves to practical matters, your responsibilities differ. You have access to the most restricted lore in the archives, and you are charged with ensuring that dangerous objects kept safe by the order do not fall into the wrong hands. You are also appointed to a circle comprised of autumnals who convene regularly to determine the future of your Branch. The decisions made in these meetings are shared with the summerblossoms, and you are expected to offer guidance to a summerblossom whenever it is requested. You are also able to communicate directly with the treekeeper, wherever their journeys have taken them, using a *scroll of sending*. The treekeeper may not reply immediately, but they welcome your insights and will reply when they are able.

TREEKEEPER (SPECIAL ROLE)

Prerequisites: Summerblossom or higher rank in Tenders, and must complete a special test (decided by the GM)

Legends say that, in the old times, Tenders who wished to attain the rank of treekeeper would be submitted to a trial in the Scorched Grove to ascertain the purity of their intentions. This title is awarded to only one member of a Branch, and only in rare circumstances where either the previous treekeeper has fallen or when the creation of a new Branch of the Tenders is called for. Having passed a great trial, you have now become the leader of your own Branch. While you don't have authority to issue directives to other Branches, your position earns you respect among all Tenders as a leader. Your responsibility is not simply to issue instructions to your Branch's circle of autumnals but also to obtain information which can be shared with them to uphold the natural balance in the region your Branch is sworn to tend. Some Branches, such as the Tenders of the Scorched Grove, use this information to manage and heal a threat to the natural balance, while other Branches must instead keep a vigilant watch for signs of impending danger.

Treekeepers generally aren't present as leaders, delegating the bulk of administration to their circle of autumnals. Instead, they work to further the goals of their Branch through their own actions. Some spend their time in contemplation and study, communing with nature, as well as doing research and experimentation. Others journey to uncover lost knowledge, which may help predict threats or find solutions to heal areas scarred by elemental imbalance.

NEW FEATS

Provided here are a selection of new feats inspired by the Tenders. If using feats in your game, these options are available in addition to those which already exist.

FIRST RESPONDER

You have been specially trained in magical triage and are able to identify the signs of shock and fatigue in those suffering from injuries. You are always ready to provide aid to those in need. You gain the following benefits:

- You can tell by looking at a creature if it is missing any of its hit points and whether or not it has more than half of its hit points. You also instantly determine if the creature is cursed, diseased, possessed, or afflicted by any of the following conditions: blinded, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, or stunned.
- You learn the *spare the dying* cantrip and can cast it as a bonus action.
- You gain the ability to cast the spell *cure wounds* without using a spell slot, up to a number of times equal to half your proficiency bonus. You regain all expended uses when you finish a long rest. Wisdom is your spellcasting ability for this spell.



Anna Christenson

FLAMEWOKEN

Living in the Scorched Grove or other areas touched by elemental fire can sometimes cause strange abilities to manifest among their inhabitants. Known as “flamewoken” by the Tenders, these gifted few have an ability to communicate with fire-aspected creatures and have power over flames. Tenders teach flamewoken among their order to hone their talents in service of nature. However, those outside of the order usually choose to keep their abilities hidden, as such powers are often seen as a curse. You gain the following benefits:

- You can speak, read, and write Ignan.
- You learn the *produce flame* cantrip. Wisdom is your spellcasting ability for this spell.
- As a bonus action, you can strengthen the power of your flames. The next time you deal fire damage to one or more creatures before the end of your next turn, you can deal an additional 2d10 fire damage to one of those creatures. Once you use this feature, you can't use it again until you complete a short or long rest.
- You can whisper magical words in Ignan toward any nonmagical flames you can see within 30 feet of you that could fit within a 5-foot cube. As a bonus action, you can cause these flames to either grow by 5 feet in a single direction, provided there is fuel of some sort present in the new location, or you can extinguish the flames present in this space.

FOREST SAGE

Prerequisite: Druid or wizard

The Tenders value diversity among ideas, and although they began as a purely druidic order, they have since learned to accept many different ways of thinking about the natural world, especially regarding the application of magic. You are either a wizard who has learned to temper your arcane research with an eye to maintaining the delicate balance of natural forces, or you are a druid who has learned a new understanding of natural magic through study and experimentation. You gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You can use your choice of Intelligence or Wisdom to make Animal Handling, Arcana, Nature, or Survival checks.
- You can choose to learn two spells from either the druid or wizard spell list. Spells you choose must be of a level you can cast. The chosen spells count as spells of your class and are added to your spellbook if you are a wizard. The chosen spells use your spellcasting ability.

Veronika Fedorova



PLANTMENDER

Prerequisite: Wisdom score of 13 or higher

One of the basic forms of Tender magic, plantmending is often taught to acolytes of the order. Plantmending can be used either to help the forest recover from disasters or to defend against hazards that might be encountered while traveling. You gain the following benefits:

- You can touch a plant or tree as an action to determine what has occurred to it and the area within its immediate vicinity within the last 24 hours. These events are revealed to you in visions which appear as though you were present as they occurred. After using this ability on a plant, you instantly become aware of its status and health, including any blights or conditions currently affecting it.
- You learn the *mend plants* and *shillelagh* cantrips. Wisdom is your spellcasting ability for these spells.
- You can cast either the *barkskin* or *spike growth* spell once, and you must complete a long rest before you can cast either spell again. Wisdom is your spellcasting ability for these spells.

NEW SPELLS

Add the following spell to the druid, sorcerer, and wizard spell lists.

MEND PLANTS

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small twig and a loop of twine)

Duration: Instantaneous

Drawing on primordial magic, you can instill vitality in nearby plants to create one of the following effects within range:

- You instantly repair a single break or tear in a living plant you touch, such as torn foliage, a scorched branch, a scar cut into bark, or two pieces of a plant that have been broken apart. As long as the damage is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former destruction.
- You instantly cause a defoliated plant to grow foliage, cause a planted seed to sprout, or restore the ability to sprout to a dead seed pod.
- You can cause a 5-foot cube of living plants to flourish with foliage such as leaves and grass. This area can become thick enough to conceal a Medium or smaller creature, or become overgrown enough to become difficult terrain (your choice when you cast the spell).
- You can touch a living plant with 10 or fewer hit points remaining to stimulate regenerative growth. The plant regains 1 hit point at the start of each of its turns for the next minute.

NEW CLASS OPTIONS

DRUID

DRUID CIRCLE

At 2nd level, when choosing a druid circle, the following option is available: Circle of the Warden.

CIRCLE OF THE WARDEN

Every druid has a responsibility to the natural world, but those who join the Circle of the Warden stand as sentinels of nature's balance. The Circle of the Warden specializes in divination and abjuration magics to help foresee possible imbalances and correct them before they cause irreparable damage. To druids of this circle, people are as much a part of the natural balance as plants and animals. As such, these druids can be found providing succor to those affected by natural disasters just as often as to the flora and fauna. In Humblewood, many druids who have joined the Tenders of the Scorched Grove are members of this circle, as its values align quite closely with the tenets of their order.

HEARTBEAT OF THE LAND

Starting when you choose this circle at 2nd level, you form a connection to the natural world around you, and you can sense when it is in danger. You gain proficiency in the Nature and Insight skills. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.

Additionally, by spending 10 minutes communing with nature, you can glean the following information about the area within 3 miles of you:

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



SHARED BURDEN

Also at 2nd level, you learn the art of siphoning off harmful elemental energy. You can use this to lessen elemental damage being done to your allies by shouldering some of it yourself. When a creature within 30 feet of you takes cold, fire, lightning, or thunder damage, you can use your reaction to grant that creature resistance against the damage dealt. You take damage equal to the amount taken by the target creature.

Additionally, you may spend an action to reduce the area of natural or magical effects which deal persistent cold, fire, or lightning damage within 30 feet of you. You may remove up to 20 feet worth of adjacent spaces from the area of such effects per use of this feature. However, for each 5-foot space of energy damage removed in this way, you take 1d6 points of damage of the same type the effect would deal. If the effect is caused by a spell, you instead take 1d6 points of damage per the spell's level for each 5-foot space removed and, if there are no damage dealing spaces remaining, the effect is dispelled. You have resistance to any damage dealt to you through this feature.

SYMPATHETIC SHIELD

Starting at 6th level, you learn how to channel the energy of your beast shapes into manifestations of nature's protection. As an action, you may expend a use of your Wild Shape feature to shield yourself or an ally within 30 feet of you in the protective armor of a beast spirit. This spirit armor is translucent and doesn't block line of sight. It can take the shape of any beast you desire, though it must be a form you shape into. The shielded creature gains a +2 bonus to its AC and 1d10 temporary hit points for every 3 druid levels you possess. This effect lasts until these temporary hit points are expended or replaced by another ability which grants temporary hit points.

At 14th level, the spirit armor can retaliate against foes who would attack it directly. Whenever a shielded creature is dealt damage by a target within 5 feet of it, the spirit armor deals 1d8 points of magical bludgeoning, piercing, or slashing damage to that target. This damage type is chosen by the druid when activating Sympathetic Shield.

AURA OF CALM

Starting at 10th level, your presence radiates an aura of soothing natural magic. Whenever you or a friendly creature within 10 feet of you receives healing from a spell, that spell restores an additional number of hit points equal to half your druid level. Additionally, all plants that aren't creatures within this aura grow thick and plentiful and are restored to their full vigor. Such plants also become safe to travelers while inside the aura, negating difficult terrain caused by plants, including magical effects such as *entangle* or *spike growth*, and granting advantage on any saving throws made to resist the harmful effects of such spells.

BOND OF SHELTER

Once you reach 14th level, your service to the natural balance is rewarded, and nature itself rises to protect you and your allies from harm. As an action, you can create a 30-foot-radius, 20-foot-tall cylinder of protective energy, centered on your current position at the time you create it. This cylinder lasts for 1 hour.

As long as you are on the Material Plane or an elemental plane, natural features in the area, including plants, trees, rocks, and water (as well as wind, water, earth, or fire, if on an elemental plane) animate to defend you. If not in a setting where natural features are present, plants, trees, rocks, and other natural elements sprout from the earth before animating.

When you activate this ability, choose any number of creatures you are familiar with to be immune to the effect. The cylinder affects each other creature in the following ways:

- Affected creatures can't willingly enter the cylinder unless they succeed on a Charisma saving throw against your spell save DC. The cylinder also protects the area against planar travel for the duration, and therefore prevents any creature from accessing the area by way of the Astral Plane, Ethereal Plane, Feywild, Shadowfell, or the *plane shift* spell.
- Affected creatures have disadvantage on attack rolls against targets within the cylinder.
- Targets within the cylinder can't be charmed, frightened, or possessed by affected creatures.
- When an affected creature enters the cylinder for the first time on a turn or starts its turn there, the creature takes 5d10 magical bludgeoning damage from the animated nature within.

Once you use this feature, you can't do so again until you finish a long rest.

WARLOCK

WARLOCK PATRON

At 1st level, when choosing a warlock patron, the following option is available: The Predator.

WARLOCK PATRON: THE PREDATOR

Your patron is a primal beast, driven by a bloodthirsty need to hunt. These beings tempt creatures to give in to their base instincts and become apex predators. Ancient white dragons, demons with a bestial bent, and the Amaranthine Kren have all been known to occasionally grant feral powers to those desperate enough to seek their aid. Many who strike a pact with a Predator find themselves forever changed, bearing razor teeth and wicked claws, an aspect of their predatory patron.



Christina Kraus

EXPANDED SPELL LIST

The Predator lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you. Spells marked with an asterisk can be found in the *Humblewood Campaign Setting book*.

Spell Level	Spells
1st	<i>hunter's mark, jump</i>
2nd	<i>alter self, ambush prey*</i>
3rd	<i>blink, slow</i>
4th	<i>dominate beast, freedom of movement</i>
5th	<i>contagion, mislead</i>

BONUS PROFICIENCIES

Starting at 1st level, your patron grants you enhanced tracking skills. You are proficient with the Survival skill, and you add double your proficiency bonus to any Wisdom (Survival) skill checks you make.

FORM OF THE BEAST

At 1st level, you can use your bonus action to channel the ferocity and guile of your patron, transforming into a bestial figure. For 10 minutes, you gain the following abilities:

- You are flooded with adrenaline, feeling nothing besides the thrill of the hunt. You gain temporary hit points equal to five times your warlock level, up to a maximum of 50 temporary hit points at 10th level. These temporary hit points last until the end of your transformation.
- Your senses become supernaturally keen. You have advantage on Dexterity (Stealth), Wisdom (Perception), and Wisdom (Survival) checks you make to track or stalk your prey.
- You sprout a set of pointed teeth and razor-sharp claws, which are natural weapons you can use to make unarmed strikes against creatures within 5 feet of you. You have proficiency with these weapons and can use your Charisma modifier for their attack and damage rolls. On a hit, your bite deals 1d6 piercing damage, and your claws deal 1d4 slashing damage. If you already had a bite or claw attack (talons count as claw attacks), its damage increases by one step (a d4 becomes a d6, a d6 becomes a d8, etc.). As a bonus action after making a bite attack, you can make a claw attack.
- Starting at 5th level, your muscles grow, and your movements quicken. When you take a bonus action to make a claw attack, you make two claw attacks instead of one. Additionally at 5th level, you can take the Dash action as bonus action.

You can use this feature twice per short or long rest. At 6th level, your transformation lasts for 1 hour instead of 10 minutes.



THRILL OF THE HUNT

At 6th level, you gain the ability to feast on the vitality of your foes while transformed into your Form of the Beast. Once per turn when you hit a creature with your bite attack, you can cause the attack to deal an extra 3d6 points of necrotic damage. You regain a number of hit points equal to the total damage dealt with this attack.

Once you use this feature, you can't use it again until you score a critical hit with a bite or claw attack or until you finish a short or long rest.

At 10th level, the extra necrotic damage provided by this feature increases to 5d6.

FEARSOME PRESENCE

At 10th level, you learn how to channel the presence of a frightful beast, even when not transformed. You can use your action to cause each hostile creature you can see within a 30-foot radius to succeed on a Wisdom saving throw against your spell save DC or become frightened of you for 1 minute. Creatures who fail their saving throw are also restrained until the end of your next turn. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Once you use this feature, you can't use it again until you finish a short or long rest.

UNCAGED BEAST

Upon reaching 14th level, you become even more ferocious when pushed to your limits. While transformed into your Form of the Beast, if you take damage from a creature that is within 5 feet of you, you can use your reaction to make a bite or claw attack against that creature.

Additionally, when an attacker that you can see hits you with an attack, you can use your reaction to immediately transform into your Form of the Beast. If you do this, subtract the damage this attack would deal from the temporary hit points granted by your transformation; any excess damage carries over to your hit points. As part of your reaction to transform, you may immediately retaliate against your attacker with a bite or claw attack, so long as your attacker is within 5 feet of you.

NEW INVOCATIONS

FERAL TRANSFORMATION

Prerequisite: 7th level

As an action, you can transform into a dire wolf, giant spider, or giant vulture following the same rules as the *polymorph* spell, but you retain your Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. You maintain the ability to speak and can cast spells that have only a verbal component.

You maintain this form for 1 hour or until the form drops to 0 hit points, at which point you revert back to your normal form.

Once you use this invocation, you can't use it again until you finish a short or long rest.

WIZARD

ARCANE TRADITION

At 2nd level, when choosing an arcane tradition, the following option is available: Leyline Magic.

LEYLINE MAGIC

The primal forces which comprise nature have their own magical energy, one which can be harnessed by wizards with proper training. By drawing their power from nature, leyline wizards can tap into primordial reservoirs of magic to gain access to new spells, empower their own spellcasting, or disrupt opposing forces which attempt to take root in their domain. The most powerful of such wizards can sew new leylines, transforming unnatural or inhospitable places into natural paradises with time. These wizards work closely with druids, and they can gradually heal environments that have been blighted or corrupted.

NATURAL ATTUNEMENT

When you choose this arcane tradition at 2nd level, you learn how to attune yourself to the magic of leylines which course through nature. Each day when you prepare your spells in a natural setting, you may also attune yourself to the energy of a leyline. When you do, choose a list of circle spells from the druid's Circle of the Land which match the environment in which you prepared your spells. These become your leyline spells, and the druid level shown on each list represents the minimum wizard level you must have to access the listed spells. In some cases, you can choose from multiple options based on the terrain (for example, a frozen shoreline might provide you with either the Arctic or the Coast spell lists). You can only be attuned to one leyline at a time.

While attuned to a leyline, you gain access to any spells on your current list of leyline spells for which you meet the level requirement. For as long as you are attuned to a leyline, you always have these spells prepared, and they don't count against the number of spells you can prepare each day. Leyline spells are not copied into your spellbook.

LEYLINE SPELLS

Add the following spells to each leyline spell list. These are available to wizards at 2nd level. Spells marked with an asterisk can be found in the *Humblewood Campaign Setting book*.

Circle Spells	Added Spells
Arctic	<i>grease, spiny shield*</i>
Coast	<i>create or destroy water, thunderwave</i>
Desert	<i>color spray, create or destroy water</i>
Forest	<i>entangle, veil of dusk*</i>
Grassland	<i>burning hands, elevated sight*</i>
Mountain	<i>fog cloud, thunderwave</i>
Swamp	<i>faerie fire, veil of dusk*</i>

THRUM OF THE LAND

Also at 2nd level, you learn how to channel energy from leylines to supplement your spells, infusing them with power. Whenever you are in an environment that matches a leyline to which you are attuned, you can apply one of the following benefits to any leyline spell you cast (chosen when you cast the spell):

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

At 14th level, you can apply one of these benefits to a single spell of 6th level or higher when you cast it, so long as you are in an environment that matches a leyline to which you are attuned. You can't use this feature again until you have completed a long rest.

BIORHYTHM

At 6th level, you learn how to channel the leyline's energies to augment your body's natural healing. As long as you are attuned to a leyline, whenever you use your Arcane Recovery feature to regain expended spell slots, you regain 1d8 hit points for each spell slot you recover.

Additionally, when you complete a short rest in a natural setting, you can attune yourself to a different leyline, following the rules of your Natural Attunement feature.

NATURAL DISRUPTION

By 10th level, you can channel energy from your leyline to disrupt opposing magic. You can cast *counterspell* or *dispel magic*, without expending a spell slot, at the level of the highest spell slot available to you.

Once you use this feature, you can't use it again until you finish a long rest.

LEYLINE WEAVING

At 14th level, you have learned how to alter the properties of magic around you, temporarily infusing even unnatural or hostile environments with the power of your leyline. By spending 1 hour in meditation, you can create a new leyline. This new leyline affects a 1-mile-radius area from the spot you meditated upon, which counts as the environment of the list of leyline spells you are attuned to for the purposes of using your leyline abilities. It is hard for a leyline to take root in unfamiliar spaces, and in 24 hours this effect dissipates.

However, by using this ability to create the same type of leyline on the same spot each day for a full year, you can cause the effect to be permanent. This will forever alter the natural landscape within the zone you created, and you can choose whether the environment within this zone matches your leyline or combines the features of your leyline's environment with those naturally present.



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