

HUMBLEWOOD™

Humblewood 2 Playtest

NORTHERN VOYAGE

DECEMBER 2024



HITPOINT
PRESS

HUMBLEWOOD™

DECEMBER 2024

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X 7 2 7 H E 2 X V 7 4 A G E

Grund's Sundry is owned and operated by a capran named Grund, who is only interested in completing transactions quickly and with as little small talk as possible. The store is well stocked with basic supplies, but the isolated nature of Slicer's Dive means things are more costly to account for the difficulty of getting stock delivered. Characters can find anything from the standard Adventuring Gear table worth 20 gp or less at twice the listed price. The party can also sell gear to Grund for its full price rather than half of its cost.

Hello Zaya. The eluran is Zaya Hrest, a junior archeologist trying to get to a research camp in the Crystal Expanse. She is unaccompanied and unprepared to make the journey alone. Zaya is looking for adventurers who might be able to help her.

Information formatted in a box like this is additional background information used to help shape the adventure. This information can be revealed to the players when necessary.

ROLEPLAYING ZAYA

Zaya is a young moon eluran with light gray-blue fur and ice-blue eyes. Strapped to her back are dozens of rolled-up maps, rubbings, and trap diagrams from her adventures as a research assistant to her mentor.

Researching Remotely. Zaya is working remotely for her mentor, Professor Ostri, a seeta archeologist, who is on an expedition in the Crystal Expanse to study a Fizzar temple that has begun to thaw. Professor Ostri insisted that Zaya stay in Slicer's Dive, both to keep her safe and to keep a copy of their discoveries secure in case something happens to the expedition team while they are up north. Zaya has a book called a *resonant journal** that is magically linked to an identical book in Professor Ostri's possession, and whatever is written in one appears in the other. This arrangement is frustrating to Zaya, as she'd much rather be in the field, but she trusts her mentor's judgment and understands the importance of this expedition in furthering knowledge of the ancient fizzars.

Lost Mentor. Zaya has become increasingly concerned about Professor Ostri, who is usually very punctual in sending her his dialy reports. She has not heard from him in several days and is trying to make her way to the research camp Ostri and the rest of the team established near the temple to make sure her mentor is alright. Zaya doesn't fully trust the mercenaries that were hired to escort Ostri's team and will only be happy if she can see that Ostri is safe with her own eyes.

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As the party approaches the general store, read or paraphrase the following:

ZAYA'S TRAITS

Ideal. “There is nothing more important than understanding the past.”

Bond. “My mentor, Professor Ostri, is like a father to me. I worry about his safety.”

Flaw. “I am always willing to throw myself into certain danger to learn something new, no matter the risks.”

Zaya immediately recognizes the party as a group of adventurers and knows of their deeds as the Heroes of Humblewood, if applicable (see *Humblewood: Adventure in the Wood*). She approaches them at the job board. She does not have any reward to offer but says that Professor Ostri's expedition is well funded by the Regent of the Tanglewolds. She believes Ostri can arrange payment of at least 500 gp if the party can help her find him.

If the party agrees to help, Zaya is overjoyed and wants to depart immediately, suggesting that they make their way to the docks, where they can find transportation across to the camp of Slicer's Crash and the Crystal Expanse beyond.

Ostri's Expedition and the Fizzars. Ostri's expedition is investigating a recently discovered temple that he believes to be a creation of the Fizzar faction and dates back to before the Shattering. Zaya is happy to share the general details of the expedition but holds back on specifics as she is nervous that treasure hunters might overhear. A character who succeeds on a DC 15 Intelligence (History) check recalls that the Shattering was an event that took place around 1,600 years ago in which the Crystal Expanse broke off from the rest of Wesden and was transformed into its current ice-covered state. If a character gets a result of 20 or more on this check, they also recall that the Fizzars were a powerful faction in a civilization that flourished around 2,000 years ago, but there is little evidence of their presence after the Shattering. They also know that legends of the Fizzars refer to them as Demon-Wizards.

Preparations and Departure. Zaya encourages the party to stock up on travel equipment and rations for at least a week. Once they are ready, she leads them down to the docks. As the

party approaches the docks, read or paraphrase the following:

The ramshackle docks are secured to the shore by frayed rope and rusty chains. They float on large barrels above the ice-cold waters. Dinghies and small boats are being loaded and unloaded, and the docks creak and sway under the weight of crates filled with research equipment and survival supplies. Only one vehicle appears available for travel: an unusual vessel shaped like a swimming duck floating just above the water's surface. A raptor in leather overalls tinkers with its brass frame.

The unusual vessel is a submarine called the August Blue, the pride and joy of its creator and captain, a maran raptor named Hesper [she/her]. She provides trips across water to the dilapidated Slicer's Crash camp for a modest fee. Submarines are an unusual technology in Everden, and a character who succeeds on a DC 13 Intelligence (History) check recalls that the towns of Slicer's Dive and Slicer's Crash are named after the disastrous maiden voyage of the first submarine ever built. Hesper was the inventor Slicer's apprentice and a true believer in the potential of submarine transport despite its setbacks.

Hesper is cheerful and friendly, in stark contrast to many of the folk passing through Slicer's Dive. She greets the party excitedly and offers them passage. The trip to Slicer's Crash costs 2 gp per passenger, and the August Blue can hold up to eight passengers comfortably. Before loading the party on board, Hesper offers to transport them for free if they are willing to test out some new diving suits she is developing for salvage and rescue missions. Whether the party decides to pay



Zaya Concept Art.



Irina Nordsoi

or offers to test the new gadgets, Hesper helps load them and their gear into the August Blue and prepares for launch.

BENEATH THE WAVES

When the party boards the August Blue for the first time, read or paraphrase the following:

A curved door swings open to reveal the surprisingly spacious interior of the August Blue submarine. Long padded benches run along each side of the main cabin. Blue light filters in through porthole windows with thick glass. At the front, the vessel narrows to a slender hallway, which leads to the complex series of levers that steer the submarine. To the rear, a rumbling engine can be heard, hidden behind two well-worn curtains. Hesper is rushing about, checking valves and tightening bolts. Hanging from a central metal girder are several strange suits with round, glass helmets.

The August Blue is 40 feet long and 20 feet wide at its widest point. Its engine powers two duck-like flippers at the rear to propel it forward, and wing-like flaps at either side provide steering. Once everyone is boarded and seated, Hesper explains that the suits are new gadgets that she would like to test on the trip—special gear that lets people move and breathe easily while underwater. She gives the party a quick lesson on how to get into the suits, then heads to the front of the vessel to begin the dive.

The engine begins to rumble, and the August Blue begins to sink beneath the waves. Out the windows, the cold, crisp water is teeming with life: hearty arctic seaweed, plump chillpike, and other aquatic creatures dart out of the way of the submarine. Despite its size and the noisy engine, the August Blue moves smoothly through the water.

After about an hour of travel, the light outside the portholes dims as the submarine passes through a cloud of rocky debris suspended in the water. With a jolt, there is the sound of scraping metal, and the vessel comes to a sudden stop. Any character who succeeds on a DC 14 Wisdom (Perception) check can see through the portholes that the duck-head prow of the August Blue is firmly wedged in a large outcropping of porous, volcanic rock. Hesper is surprisingly cheerful about the incident, excited for a truly practical test of her diving suits. She asks the party to put on the suits and venture outside to dislodge the August Blue from the rock. Zaya, eager to make haste, encourages the party to help. Zaya stays inside the submarine to operate the hand pump that supplies the suits with air.

It takes each character who agrees to try out the suits 1 minute to don one, after which they can exit, one by one, through a simple airlock in the side of the August Blue.

If the party refuses to help, Hesper dons one of the suits and asks the party to push a lever to propel the submarine forward at her signal.

Diving Suits. The diving suits are connected to the August Blue by long, flexible, air-tight tubes that provide air. While wearing a diving suit, a character gains the following benefits:

- Upon donning the suit, a character gains 20 temporary hit points, representing the protections provided by the suit. When these temporary hit points are gone, the diving suit is damaged and no longer provides any other benefits. A damaged suit also no longer provides breathable air, and the character begins holding their breath as normal.
- The character has resistance to cold damage.
- The character gains a swim speed equal to their movement speed.
- The character can cast spells with verbal components underwater.

THE AUGUST BLUE RESCUE

As soon as all the characters have left the August Blue, have them roll initiative.

Difficult Communication. The diving suits allow Hesper to communicate with the characters and vice versa, but the divers can't communicate directly with each other. If a character wants to say something to another diver, their message arrives a full round later, as Hesper has to relay the message. They can also communicate with each other with gestures or with spells such as message.

Clearing The Rock. The first 25 feet of the August Blue are pinned by the rock. To free the submarine, the party must clear 15 feet of rock from each side of the vessel or 20 feet from a single side. Every five feet of rock has 10 hit points, an AC of 18 resistance to nonmagical piercing and slashing damage, and immunity to poison and psychic damage.

Damaging the August Blue. If the party is careless with their attacks or the vessel is attacked directly, it could become inoperable. The August Blue has an AC of 12, 100 hit points, and a damage threshold of 10. If reduced to 0 hit points, it can no longer move or remain airtight. The vessel can be salvaged but requires another boat of moderate size to drag its frame back to shore, along with weeks of repairs by Hesper. Anyone on board has time to get out of the August Blue before it fills with water completely, but they have to tread water or cling to any debris until rescue arrives.

Frigid Water. The water surrounding the August Blue is frigid, and any character submerged in it must succeed on a DC 12 Constitution saving throw at the start of each of their

turns or take 4 (1d8) cold damage. Characters wearing a functional diving suit automatically succeed on this saving throw.

Ice Squid Slapdown. At the start of the second round when the characters are underwater, read or paraphrase the following:

The ground below you rumbles as half a dozen semi-translucent tentacles burst out from under the rock, pinning the submarine. They move in unison to strike, clearly the coordinated limbs of a much larger creature hidden below the volcanic stone.

The crash and subsequent disturbing of the rock have awakened an enormous ice squid from its slumber. The full body of the creature is hidden away from view, but six **ice squid tentacles*** emerge from under the rock, three on each side of the submarine. The tentacles act on initiative count 20, starting this round.

Ice Squid's Motivations. The ice squid is enraged by the disruption of the rock that shields the entrance to its lair. Its tentacles start by focusing their attacks on anyone interacting with the rocks. When at least 15 feet of the rock is destroyed, the tentacles start attacking the submarine and trying to dislodge it. Attacking the tentacles is dangerous, as the explosion of ice caused when they are destroyed could damage the submarine. The party may find other ways to deal with the ice squid as well, attempting to calm it down. Any attempt at audible communication with the squid must contend with the fact that its head rests 60 feet below the rock, and it can't hear through its tentacles.

Hesper's Retreat. If the party did not volunteer to free the August Blue and Hesper went instead, she retreats to the submarine as soon as the tentacles emerge. It is not possible to target the tentacles with weapon attacks or spells that require a verbal component from inside the submarine.

RESOLUTION

As soon as the August Blue is free from the rock, Hesper calls everyone back to the airlock. Once they are outside the airlock, a character must use an action to pull themselves safely inside the vessel. The tentacles continue attacking the ship and the characters until all the characters are safely inside and the August Blue departs, after which they withdraw back into the squid's rocky lair. Hesper pilots the August Blue away from the ice squid. Although she is shaken by the encounter, she is pleased that her diving suits were more effective than she had anticipated, especially given the last versions leaked.

ARRIVING IN SLICER'S CRASH

The rest of the journey goes by smoothly, though if the August Blue took any damage from the tentacles, Hesper asks the characters if they can help with some minor repairs that can be done from inside the vessel.

Slicer's Crash has no docks. Instead, the August Blue draws up on a dark pebbled beach just below the camp.

A few other boats are moored alongside, already beginning to freeze in place.

Once the August Blue arrives safely at Slicer's Crash, read or paraphrase the following:

Several sturdy tents are set up just up the hill from the beach, each one housing a vehicle that resembles a sled crossed with a boat with a triangular red sail attached to a mast. Beside them, a rough sign, hammered into the ice, says: "Skimmer Rentals." A trio of eager sable lumas with easels and art supplies strapped to their packs is negotiating with the bundled-up pronghorn cervan managing the rentals. In stark contrast, two haggard stout strig arrive, returning their skimmers to the tents. Wrapped in a large sheet of canvas is their haul, a massive glacier salmon, fished from the freezing cold depths.

Slicer's Crash is barely a campsite, meant only as a brief stop before heading back to Slicer's Dive or heading further north. Zaya estimates the trip from Slicer's Crash to the research camp is two days on foot, but traveling by skimmer can cut the length of the trip down to just one day. The party has some time to talk to the folk here, but Zaya insists they don't linger too long.

Skimmer Rentals. The skimmers are managed by Amberis [they/them], a towering cervan wrapped in multiple layers of warm furs and scarves. They are sociable and keep a cauldron of water boiling for nutcoffee and glowweed tea. Each skimmer requires one person to pilot it and can seat two Medium sized creatures as passengers, along with all their gear. Each skimmer costs 30 gp, which includes a 10 gp deposit, for a two-week rental. Amberis gives back the deposit for each skimmer returned in working condition. Amberis is not a pushy salesperson, but they do their best to convince anyone they see departing on foot to rent skimmers instead.

GATHERING INFORMATION

Though Slicer's Crash is small, there are opportunities here to gather information before the next stage of the journey to the Fizzar temple.

Gulma's Goods. If the party lost any gear or didn't purchase it at Slicer's Dive, they can buy equipment from Gulma the Goldfang [she/her]. This grinning brightfang mustel runs the only store in the camp out of her packed tent. Her prices are four times those found on the standard Adventuring Gear table. Most of her goods are salvaged from failed expeditions. Gulma is expecting to send out a party to collect equipment from Professor Ostri's expedition in the next few days as she doesn't think the adventurers he hired, a crew called The Children of the Blue Rose, have the skills to bring the archaeologist back safely.

The Fortune Seeker's Social Club. If the party needs to rest after their encounter with the ice squid, they can find lodgings and entertainment at The Fortune Seeker's Social

Club. This wooden hut is the headquarters of the Crystal Expanse branch of the Wesden Adventurer's Guild, a loose association of explorers, mercenaries, and travelers. The party can sleep on the floor of the hut for free if they entertain the members of the club with a story of their exploits.

The Three Painters. The sable lumas renting skimmers are artists from Alderheart, traveling north to paint the beautiful auroras the Crystal Expanse is known for. Mayza [she/her] is the most excited to head out, but her companions Tes [he/him] and Fleur [she/her] have concerns about their safety now that they see the vast icy wilderness for themselves. If the party speaks to the artists and convinces them they are capable adventurers, Mayza offers the characters 50 gp each to provide an escort to where they plan to camp and paint. Mayza's planned campsite is only about an hour away from Slicer's Crash and is on the way to the archeologists' research camp. The artists believe that the blue crystal spires that jut out across the Crystal Expanse have some connection with the auroras, which ebb and flow like waves in the sky at night.

The Fisherfolk. The two white-feathered strigs returning skimmers are exhausted from their recent excursion and are not eager to make small talk while they load up their catch to return to Slicer's Dive. However, they give a warning to any character who succeeds on a DC 14 Charisma (Persuasion) check. The elder of the two, Dobber [he/him], says that they saw several broken spots in the great ice lake to the north of camp where it was clear something large had burst through. A character familiar with the Crystal Expanse who succeeds on a DC 16 Intelligence (Nature) connects the smashed ice with a giant creature known as a **maulus***. If the character beats this check by 5 or more, they also recall that maulus only smash the ice in this way when threatened or angered.

Once the party has finished in Slicer's Crash and secured their transportation, they are ready to start their trip across Endridge to the border of the Crystal Expanse.

CROSSING ENDRIDGE

The winds that whip across the frozen landscape of the Crystal Expanse are harsh but are also the key to traveling the wastes swiftly. Each skimmer needs one character to act as its pilot, while Zaya acts as guide for the whole group, using a map in her journal.

MAULUS ATTACK

About halfway across Endridge is a large frozen lake, its name lost to time. Halfway across the frozen lake, read or paraphrase the following:

The sound of a thunderous crack echoes behind you, causing the ice beneath your skimmers to shudder. From beneath the ice, an enormous creature with terrifying tusks bursts through the frozen lake, its crystalline forehead breaking up through the thick ice with ease. The enraged creature bellows and proceeds to charge on its flippers across the ice in your direction.

The enraged creature is a **maulus***. Its pup has gone missing, sending the parent into a frenzied state. When it bursts out of the ice, it is 80 feet behind the skimmers and starts barreling toward the party, believing they have done something to its child.

Escaping The Maulrus. The maulus is a formidable foe. It will be difficult for the party to defeat it in combat, but it is possible for them to flee. The skimmers move 40 feet per round, and the edge of the frozen lake is 300 feet away. The maulus focuses on smashing through the ice near the skimmers, attempting to pull them underwater. When the maulus has lost 50 or more hit points, or the party reaches the edge of the lake, the maulus gives up the chase and dives back beneath the water.

LOSING THE SKIMMERS

It is possible for the skimmers to take collateral damage or be targeted directly during encounters. Each skimmer has an AC of 15, 30 hit points, immunity to psychic and poison damage, and a damage threshold of 5. Any creatures on a skimmer when it is reduced to 0 hit points must succeed on a DC 15 Dexterity saving throw or take 9 (2d8) bludgeoning and be knocked prone as they are flung from the wreck. A wrecked skimmer can be dragged by two characters moving at half their normal speed, but several days of repairs are required to bring a damaged skimmer back to functionality.

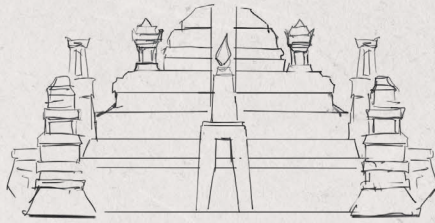
When the party reaches the edge of the lake, read or paraphrase the following:

Just beyond the edge of the frozen lake is a labyrinth of ice shards jutting out of the snow like monstrous fangs of a many-toothed beast. The path forward is a series of narrow routes through the spikes of ice. In the distance, a dark shape looms like a mountain. Its regular lines and dim blue lights hint that it may be nothing natural but a massive structure partially frozen in a glacier.

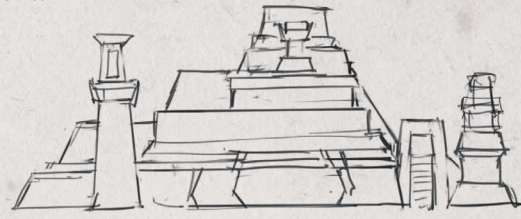
Any character who succeeds on a DC 16 Wisdom (Perception) check immediately spots the peaks of the researchers' tents amongst the jagged forest of ice shards jutting up from the ground. Otherwise, finding the camp through the maze of ice requires a successful DC 14 Wisdom (Survival) check to navigate there. Failing this check causes the party to be delayed, and they arrive at the camp after nightfall and are forced to investigate in the dark.

The 'mountain' visible in the distance is actually the unthawing Fizzar Temple of Rime and Reason that Ostri's expedition came to investigate.

Temple of Rime and
Reason Concept Art



FRONT VIEW



SIDE VIEW



Irina Nordsoi

THE ADVENTURE WILL CONTINUE IN

HUMBLEWOOD™

◊ Beyond^{the} Canopy ◊

$$47A7 \geq 47644$$

Ice squids live in the frigid waters of the Bladesea and off the coasts of the islands that make up the Crystal Expanse. These massive, translucent creatures are rarely seen as they spend their entire lives in the deepest parts of the ocean. Some believe that ice squids are a myth told to scare sailors in their bunks. However, a few mostly believable incidents involving ice squids have occurred recently as more explorers head north. These encounters rarely end well as ice squids are highly aggressive when disturbed and willing to eat anything they can

LARGE MONSTROSITY, UNALIGNED

Armor Class	12
Hit Points	65 (10d10 + 10)
Speed	30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	6 (-2)	10 (+0)	3 (-4)

Challenge 2 (450 XP)

ACTIONS

Constrict. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 3 (1d6) cold damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the tentacle can't constrict another target.

get their tentacles on.

MAULRUS

Maulruses are some of Everden's giants, massive creatures deeply linked to the elemental rhythm of the world. They live in the icy north of the Crystal Expanse and the distant continent of Norden. Their mountainous bodies are strong and perfectly adapted to their icy home. Though their eyesight is poor, an array of needle-like whiskers gives maulruses a clear view of the world through touch, allowing them to hunt for their favored shellfish in sea and lake beds. Massive, icicle-like tusks and their prodigious size are a maulrus' main defenses. Adult maulruses are highly territorial and will chase off creatures they feel threatened by, even if they pose little threat to the mighty giant. Otherwise, maulruses have little interest in small folk, preferring the company of their own kind.

LAIR ACTIONS

Maulruses are the undisputed rulers of the frozen lakes and seas they call home. On initiative count 20 (losing initiative ties), the maulrus can take a lair action to cause one of the following effects, but can't use the same effect two rounds in a row:

Breathing Room. The maulrus breaks a hole in the ice and dives down. It can then move up to its swim speed.

Ice Breaker. While swimming, the maulrus dives bashes through the surface of the ice with its hard head. Each creature in a 30-foot radius of the point the maulrus emerges from must succeed on a DC 19 Dexterity saving throw or fall into the icy water, taking 7 (3d4) cold damage from the shock.

Shudder. The maulrus slams its flippers down, forming a 20-foot-radius area of difficult terrain centered on itself.

MAULRUS

HUGE GIANT, UNALIGNED

Armor Class 15 (natural armor)
Hit Points 112 (9d12 + 54)
Speed 30 ft. swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	22 (+6)	6 (-2)	14 (+2)	12 (+1)

Saving Throws Con +11, Wis +5

Skills Athletics +11, Intimidation +5

Damage Resistances nonmagical piercing and slashing damage

Damage Immunities cold

Senses tremorsense 10 ft. passive Perception 12

Languages Maulrus, understands Aquan but can't speak it

Challenge 9 (5,000 XP)

Hold Breath. The maulrus can hold its breath for 30 minutes.

Ice Walk. The maulrus can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Legendary Resistance (2/Day). If the maulrus fails a saving throw, it can choose to succeed instead.

Siege Monster. The maulrus deals double damage to objects and structures.

ACTIONS

Multiattack. The maulrus makes two attacks, one with its slam and one with its ice tusk.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (2d12 + 7) bludgeoning damage and the target is knocked prone. On a hit or a miss, every other creature within 10 feet of the target must succeed on a DC 19 Strength saving throw or be pushed back 15 and knocked prone.

Ice Tusk. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 4 (1d8) cold damage.

ZAYA HREST

Zaya is a young moon eluran researcher from the University of Axxin in the Tanglewolds. She has light gray fur with spots like a clouded leopard. Zaya has a warm relationship with her mentor Professor Ostri, and she aspires to follow in his footsteps in uncovering the mysteries of the ancient Fizzars. Blessed with endless curiosity, Zaya is willing to turn her paw to any task, whether it be delving into library research or digging through an ancient midden. Despite her inexperience in the field, she is brave and eager to learn. Her inquisitive nature and nativity can get her into trouble. Though she knows how to use her claws to defend herself, Zaya is not confident in combat, preferring to hang back and assist where she can by distracting enemies so that more skilled adventurers can take care of them.



ZAYA HREST

MEDIUM HUMANOID (MOON ELURAN), LAWFUL GOOD

Armor Class 16 (studded leather armor, ring of protection)
Hit Points 88 (16d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	16 (+3)	14 (+2)	14 (+2)

Saving Throws Dex +5, Int +3

Skills History +5, Nature +5

Senses darkvision 60 ft., passive Perception 12

Languages Birdfolk, Eluran, Tilian

Challenge 3 (700 XP)

Special Equipment. Zaya carries a *resonant journal** paired with the one held by Professor Ostri and wears a *ring of protection*.

Graceful Landing. When Zaya falls, she does not land prone unless she is incapacitated, and she ignores the first 20 feet of falling damage.

Study Buddy. When Zaya helps another creature with an Intelligence check, the creature makes the check with advantage and adds 1d6 to the result.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Distraction. Zaya targets a creature within 30 feet of her, distracting it with a shout, thrown object, or other method. The target must succeed on a DC 13 Intelligence saving throw or the next attack against it before the start of Zaya's next turn by a creature other than Zaya is made with advantage.

Soothing Purr (3/Day). Zaya touches a creature or herself and produces a comforting purr. The target regains 5 (2d4) hit points.

Irina Nordsoi

Magic Item

RESONANT JOURNALS

Wondrous item, uncommon

These bark-bound books come in pairs. When you write in one journal, the same writing appears in the other journal and vice versa. This effect occurs across any distance, as long as the journals are on the same plane of existence. Each holder of a journal can write up to 100 words in it each day, and the journals regain the ability to transmit text each day at dawn.