



ADVENTURE SIDEKICKS

CANDLEKEEP MYSTERIES



INTRODUCTION

Do you want to run or play *Candlekeep Mysteries* but you only have two or three people in your gaming group? Do you want an easy way to track and level up NPCs and beasts that join the adventure? Do you want to reintroduce allies later in your Candlekeep campaign but aren't sure how to scale their power level? If you answered yes to any of these questions, then this supplement is for you.

ADVENTURE SIDEKICKS

"Adventure Sidekicks: Candlekeep Mysteries" is the fourteenth volume in an ongoing series that supplies sidekicks based on the major NPCs and potential allies of each of the *DUNGEONS & DRAGONS* adventures. On your adventure, the DM might reveal that you've befriended an NPC or other creature that then joins your party as a sidekick. It's up to you and the DM to decide who controls the sidekick in play.

SIDEKICK STAT BLOCKS

A sidekick's game statistics are presented in a box called a stat block, which is essentially a miniature character sheet. A stat block contains things like ability scores and hit points, as well as the actions a sidekick is most likely to take in combat. A sidekick can use the action options in the combat rules.

For more information on stat blocks, see the introduction of the *Monster Manual*.

SIDEKICK LEVEL

Your DM will inform you at which level your sidekick starts, usually equal to the average level of the party. As the heroes and their sidekick adventure together, the sidekick gains experience points and reaches new levels the same way a player character does, using the rules found in the *Player's Handbook*.

When a sidekick gains a level, look at the sidekick's progression table, and consult the new level's row, which shows the sidekick's new hit point maximum and features.

If the DM starts a sidekick at a level higher than 1st, use the hit point maximum for its level on the appropriate table on the pages that follow. Also, give the sidekick the features for its current level and any earlier levels on that table.

SIZE

Some sidekicks start as an adolescent version of the creature the sidekick was based on. To reflect this, these sidekicks start as one size and then, at some point in their progression table, grow enough to increase in size.

When size increases, the type of Hit Dice changes. Depending on the sidekick, other benefits may also come with a change in size.

PROFICIENCIES

A sidekick is proficient with any armor, weapons, and tools included in its stat block.

LANGUAGES

If there is a communication problem between the party and their sidekick, such as no shared language, the language barrier may still be overcome. The party must succeed on a Wisdom (Animal Handling) check, or the sidekick on a Wisdom (Insight) check, to make themselves understood.

On a success, the sidekick is able to understand the party well enough to comply with their request or get their general meaning. On a failure, the sidekick defends itself from hostile creatures and acts according to its own desires (as determined by the DM), but otherwise takes no actions.

The DM determines the DC of the skill check, using the following table as a guide.

Task	DC	Example
Very easy	5	"Heel" or "fetch"
Easy	10	"Get that out of your mouth!"
Moderate	15	"Find help in town"
Hard	20	"Heel, even if they hurt me"
Very hard	25	"Give this only to the blond elf"
Nearly impossible	30	"Attack every other gnome"

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AMBERDUNE JACKALWERE

1st-level Medium humanoid (shapechanger)

Armor Class 12
Hit Points 9 (2d8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	11 (+0)	13 (+1)	11 (+0)	10 (+0)

Saving Throws Con +2
Skills Deception +4, Perception +2, Stealth +4
Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered
Senses passive Perception 12
Languages Common (can't speak in jackal form)
Proficiency Bonus +2

Shapechanger. The jackalwere can use their action to polymorph into a specific Medium human or a jackal-humanoid hybrid, or back into their true form (that of a Small jackal). Other than their size, their statistics are the same in each form. Any equipment they are wearing or carrying isn't transformed. They revert to their true form if they die.

Keen Hearing and Smell. The jackalwere has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Speak with Canines. The jackalwere can communicate with jackals and other canines as if they shared a language.

Actions

Bite (Jackal or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Scimitar (Human or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.



JACKALWERES BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	13 (3d8)	Pack Tactics. The jackalwere has advantage on an attack roll against a creature if at least one of the jackalwere's allies is within 5 feet of the creature and the ally isn't incapacitated.
3rd	18 (4d8)	Sleep Gaze. As an action, the jackalwere gazes at one creature they can see within 30 feet of them. The target must make a DC 10 Wisdom saving throw. On a failed save, the target succumbs to a magical slumber, falling unconscious for 10 minutes or until someone uses an action to shake the target awake. A creature that successfully saves against the effect is immune to this jackalwere's gaze for the next 24 hours. Undead and creatures immune to being charmed aren't affected by it. Once the jackalwere uses this feature, they must finish a short or long rest before they can use it again.
4th	22 (5d8)	Ability Score Improvement. The jackalwere's Dexterity and Wisdom scores each increase by 1. This raises the Dexterity and Wisdom modifiers, Armor Class, Perception and Stealth skill bonuses, passive Perception, and attack and damage bonuses each by 1.
5th	27 (6d8)	Proficiency Bonus. The jackalwere's proficiency bonus increases by 1. This raises the saving throw, Perception and Stealth skill bonuses, attack bonuses, and DC of the Sleep Gaze feature each by 1. In addition, the Deception skill bonus increases by 2.
6th	31 (7d8)	Extra Attack. The jackalwere can attack twice, instead of once, whenever they take the Attack action on their turn.

AMBERDUNE JACKALWERE

7th-level Medium humanoid (shapechanger)

Armor Class 13
Hit Points 36 (8d8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	11 (+0)	13 (+1)	12 (+1)	10 (+0)

Saving Throws Con +3
Skills Deception +6, Perception +4, Stealth +6
Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered
Senses darkvision 60 ft., passive Perception 14
Languages Common (can't speak in jackal form)
Proficiency Bonus +3

Shapechanger. The jackalwere can use their action to polymorph into a specific Medium human or a jackal-humanoid hybrid, or back into their true form (that of a Small jackal). Other than their size, their statistics are the same in each form. Any equipment they are wearing or carrying isn't transformed. They revert to their true form if they die.

Evasion. When the jackalwere is subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, they instead take no damage if they succeed on the saving throw, and only half damage if they failed. The jackalwere doesn't benefit from this feature while incapacitated.

The Amberdunes are a pack of jackalweres that sells books and scrolls in the markets of Baldur's Gate.

There are seven jackalweres in the Amberdune Pack, including the leader, Korvala. The other pack members are as follows:

- Avani, a middle-aged jackalwere who considers it her duty to keep the rest of her pack from doing anything to attract attention from the Watch
- Inbar, a quiet, reserved jackalwere who wears spectacles in his human and hybrid forms
- Marliza, a petite jackalwere whose wide eyes and long braids belie her cunning
- Ramah, Inbar's outspoken brother, who prefers to spend his shift at Amberdune Books loudly orating from a tome to entice potential customers
- Theryn, a young jackalwere with deft hands, good for repairing damaged books or liberating a few coins from wealthy pockets
- Zan, the oldest pack member, who hums quietly while they organize the books

Any one of these jackalweres might be willing to help the party if they think it'll also help the Amberdune pack.

Keen Hearing and Smell. The jackalwere has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The jackalwere has advantage on an attack roll against a creature if at least one of the jackalwere's allies is within 5 feet of the creature and the ally isn't incapacitated.

Speak with Canines. The jackalwere can communicate with jackals and other canines as if they shared a language.

Actions

Extra Attack. The jackalwere can make two attacks.

Bite (Jackal or Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Scimitar (Human or Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Sleep Gaze (Recharges After a Short or Long Rest). The jackalwere gazes at one creature they can see within 30 feet of it. The target must make a DC 11 Wisdom saving throw. On a failed save, the target succumbs to a magical slumber, falling unconscious for 10 minutes or until someone uses an action to shake the target awake. A creature that successfully saves against the effect is immune to this jackalwere's gaze for the next 24 hours. Undead and creatures immune to being charmed aren't affected by it.



JACKALWERES BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	49 (9d8 + 9)	Ability Score Improvement. The jackalwere's Constitution and Intelligence scores each increase by 1. This raises the Constitution and Intelligence modifiers and saving throw each by 1.
9th	55 (10d8 + 10)	Proficiency Bonus. The jackalwere's proficiency bonus increases by 1. This raises the saving throw, Perception and Stealth skill bonuses, attack bonuses, and DC of the Sleep Gaze feature each by 1. In addition, the Deception skill bonus increases by 2.
10th	60 (11d8 + 11)	Improved Sleep Gaze. The jackalwere can use their Sleep Gaze action at will.
11th	66 (12d8 + 12)	Summon Gingwatzim. After casting a 10-minute ritual spell, the jackalwere can summon a gingwatzim . The jackalwere can't have more than one gingwatzim at a time. Casting the spell again has no effect. The gingwatzim obeys the jackalwere to the best of its ability. If no commands are given, it only defends itself. In combat, it rolls its own initiative and acts on its own turn.
12th	71 (13d8 + 13)	Ability Score Improvement. The jackalwere's Dexterity score increases by 2. This raises the Dexterity modifier, Armor Class, Stealth skill bonus, and attack and damage bonuses each by 1.
13th	77 (14d8 + 14)	Proficiency Bonus. The jackalwere's proficiency bonus increases by 1. This raises the saving throw, Perception and Stealth skill bonuses, attack bonuses, and DC of the Sleep Gaze feature each by 1. In addition, the Deception skill bonus increases by 2.
14th	82 (15d8 + 15)	Superior Darkvision. The jackalwere's darkvision extends to 120 feet.
15th	88 (16d8 + 16)	Extra Attack. The jackalwere can attack three times, instead of twice, whenever they take the Attack action on their turn.
16th	93 (17d8 + 17)	Ability Score Improvement. The jackalwere's Dexterity score increases by 2. This raises the Dexterity modifier, Armor Class, Stealth skill bonus, and attack and damage bonuses each by 1. Improved Sleep Gaze. A creature subjected to the jackalwere's Sleep Gaze has disadvantage on its saving throw.



AVOWED ADJUTANT

1st-level Medium humanoid (any race)

Armor Class 10
Hit Points 9 (2d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	10 (+0)	16 (+3)	14 (+2)	11 (+0)

Saving Throws Wis +4

Skills Arcana +7, History +7, Insight +4, Investigation +7, Medicine +6, Nature +7, Religion +7

Senses passive Perception 12

Languages Common plus any three languages

Proficiency Bonus +2

Actions

Shocking Grasp (Cantrip). *Melee Spell Attack:* +5 to hit (with advantage if the target is wearing armor made of metal), reach 5 ft., one creature. *Hit:* 4 (1d8) lightning damage, and the target can't take reactions until the start of its next turn.

Spellcasting. The adjutant casts one of the following spells, using Intelligence as the spellcasting ability (save DC 13, +5 to hit with spell attacks):

At will: *light*, *mending*

1st level (3 slots): *comprehend languages*, *detect magic*, *identify*

Those admitted to Candlekeep, referred to as seekers, can request the assistance of an Avowed adjutant who acts as a guide and research assistant for the duration of their visit. This guide has access to all the resources of the library, with the exception of the vaults that contain the rarest and most dangerous works. Seekers can appeal to higher-ranking Avowed for permission to peruse these off-limits works.

Seekers who go out of their way to befriend an Avowed adjutant can find in them a trustworthy ally with several useful skills.





ADJUTANTS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	13 (3d8)	Spellcasting. The adjutant learns the 1st-level <i>mage armor</i> spell.
3rd	18 (4d8)	Quick Study The adjutant learns one of the languages spoken by a party member or recurring NPC. Spellcasting. The adjutant gains one 1st-level spell slot. The adjutant also learns the 1st-level <i>shield</i> spell.
4th	22 (5d8)	Ability Score Improvement. The adjutant's Intelligence score increases by 2. This raises the Intelligence modifier, spell save DC, spell attack bonus, and the skill bonuses for Arcana, History, Investigation, Medicine, Nature, and Religion each by 1. Spellcasting. The adjutant learns the <i>mage hand</i> cantrip.
5th	27 (6d8)	Proficiency Bonus. The adjutant's proficiency bonus increases by 1. This raises the saving throw, Insight skill bonus, spell save DC, and attack bonuses each by 1. In addition, the Arcana, History, Investigation, Medicine, Nature, and Religion skill bonuses each increase by 2. Spellcasting. The adjutant gains one 1st-level spell slot and two 2nd-level spell slots. The adjutant also learns the 2nd-level <i>see invisibility</i> spell.
6th	31 (7d8)	Potent Cantrips. The adjutant can add its spellcasting ability modifier to the damage it deals with any cantrip.

If the adventurers require a guide, roll a d8 and consult the Avowed Adjutants table to determine the adjutant who is assigned to them, or choose one that you like.

AVOWED ADJUTANTS

d8 Description

- 1 Fembris Larlancer, an 18-year-old human scribe with a bright smile, a can-do attitude, and an obnoxious need to impress others
- 2 Sprig Summerfoot, a 23-year-old halfling scribe with ink-stained fingers, a small bag of cookies in one pocket, and a good memory for recipes
- 3 Parmak, a 25-year-old human scribe who is constantly reading a book and occasionally walks into things
- 4 Garlyth Graystock, a 67-year-old dwarf scribe who cuts off others in mid-sentence and always seems to know what they want or need before they do
- 5 Nax Olossis, a 22-year-old dragonborn scribe (brass dragon ancestry) who loves conversation
- 6 Orrin Glass, a 39-year-old human scribe who is hard of hearing, forgetful, and easily exasperated
- 7 Vooshadi Moonriver, a stoic 87-year-old moon elf scribe who is difficult to anger and doesn't mince words
- 8 Irony, a 15-year-old tiefling scribe who follows the rules, never lies or steals, and aspires to be Keeper of Tomes one day

AVOWED ADJUTANT

7th-level Medium humanoid (any race)

Armor Class 10 (13 with *mage armor*)

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	10 (+0)	18 (+4)	14 (+2)	11 (+0)

Saving Throws Wis +5

Skills Arcana +10, History +10, Insight +5, Investigation +10, Medicine +8, Nature +10, Religion +10

Senses passive Perception 12

Languages Common plus any four languages

Proficiency Bonus +3

Actions

Shocking Grasp (Cantrip). *Melee Spell Attack:* +6 to hit (with advantage if the target is wearing armor made of metal), reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) lightning damage, and the target can't take reactions until the start of its next turn.

Spellcasting. The adjutant casts one of the following spells, using Intelligence as the spellcasting ability (save DC 14, +6 to hit with spell attacks):

At will: *light*, *mage hand*, *mending*

1st level (5 slots): *comprehend languages*, *detect magic*, *mage armor*, *unseen servant*

2nd level (3 slots): *locate object*, *see invisibility*

Reactions

Shield (1st-Level Spell). When the adjutant is hit by an attack or targeted by a *magic missile* spell, they call forth an invisible barrier of magical force that protects them. Until the start of their next turn, the adjutant has a +5 bonus to AC, including against the triggering attack, and they take no damage from *magic missile*.

ADJUTANTS BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	40 (9d8)	Ability Score Improvement. The adjutant's Wisdom score increases by 2. This raises the Wisdom modifier and saving throw, passive Perception, and Insight skill bonus each by 1.
9th	45 (10d8)	Proficiency Bonus. The adjutant's proficiency bonus increases by 1. This raises the saving throw, Insight skill bonus, spell save DC, and attack bonuses each by 1. In addition, the Arcana, History, Investigation, Medicine, Nature, and Religion skill bonuses each increase by 2. Spellcasting. The adjutant gains two 3rd-level spell slots. The adjutant also learns the 3rd-level <i>dispel magic</i> spell.
10th	49 (11d8)	Spellcasting. The adjutant learns the <i>prestidigitation</i> cantrip.
11th	54 (12d8)	Spellcasting. The adjutant gains one 3rd-level spell slot. The adjutant also learns the 3rd-level <i>fireball</i> spell.
12th	58 (13d8)	Ability Score Improvement. The adjutant's Intelligence score increases by 2. This raises the Intelligence modifier, spell save DC, spell attack bonus, and the skill bonuses for Arcana, History, Investigation, Medicine, Nature, and Religion each by 1.
13th	63 (14d8)	Proficiency Bonus. The adjutant's proficiency bonus increases by 1. This raises the saving throw, Insight skill bonus, spell save DC, and attack bonuses each by 1. In addition, the Arcana, History, Investigation, Medicine, Nature, and Religion skill bonuses each increase by 2. Spellcasting. The adjutant gains one 4th-level spell slot. The adjutant also learns the 4th-level <i>locate creature</i> spell.
14th	67 (15d8)	Spellcasting. The adjutant gains another 4th-level spell slot. The adjutant also learns the 4th-level <i>banishment</i> spell.
15th	72 (16d8)	Spellcasting. The adjutant gains one 5th-level spell slot. The adjutant also learns the 5th-level <i>scrying</i> spell.
16th	76 (17d8)	Ability Score Improvement. The adjutant's Wisdom score increases by 1. This raises the Wisdom modifier and saving throw, passive Perception, and Insight skill bonus each by 1.

HOMUNCULUS

1st-level Tiny construct

Armor Class 13 (natural armor)

Hit Points 5 (2d4)

Speed 20 ft. fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	11 (+0)	10 (+0)	10 (+0)	7 (-2)

Saving Throws Cha +0

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages the languages of its creator

Proficiency Bonus +2

Telepathic Bond. While the homunculus is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is instead poisoned for 5 (1d10) minutes and unconscious while poisoned in this way.

HOMUNCULI BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	7 (3d4)	Helpful. The homunculus can take the Help action as a bonus action.
3rd	10 (4d4)	Defend Master. The homunculus can use its reaction to impose disadvantage on the attack roll of a creature within 5 feet of it whose target isn't the homunculus, provided the homunculus can see the attacker.
4th	17 (5d4 + 5)	Ability Score Improvement. The homunculus's Dexterity and Constitution scores each increases by 1. This raises the Dexterity and Constitution modifiers, Armor Class, attack bonus, and DC of its Bite attack each by 1.
5th	21 (6d4 + 6)	Potent Venom. The homunculus deals an extra 3 (1d6) poison damage on a hit with its Bite attack. Proficiency Bonus. The homunculus's proficiency bonus increases by 1. This raises the saving throw, attack bonus, and DC of its Bite each by 1.
6th	24 (7d4 + 7)	Temporary Tether. When it's the target of an attack, the homunculus takes only half damage on a hit. The attacker takes the other half.



HOMUNCULUS

7th-level Tiny construct

Armor Class 14 (natural armor)

Hit Points 28 (8d4 + 8)

Speed 20 ft. fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	12 (+1)	10 (+0)	10 (+0)	7 (-2)

Saving Throws Cha +1

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages the languages of its creator

Proficiency Bonus +3

Evasion. When the homunculus is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it failed. The homunculus doesn't benefit from this feature while incapacitated.

Helpful. The homunculus can take the Help action as a bonus action.

Telepathic Bond. While the homunculus is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage plus 3 (1d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is instead poisoned for 5 (1d10) minutes and unconscious while poisoned in this way.

Reactions

Defend Master. The homunculus can impose disadvantage on the attack roll of a creature within 5 feet of it whose target isn't the homunculus, provided the homunculus can see the attacker.

Temporary Tether. When it's the target of an attack, the homunculus takes only half damage on a hit. The attacker takes the other half.

HOMUNCULI BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	31 (9d4 + 9)	Ability Score Improvement. The homunculus's Dexterity score increases by 2. This raises the Dexterity modifier, Armor Class, and attack bonus each by 1.
9th	35 (10d4 + 10)	Proficiency Bonus. The homunculus's proficiency bonus increases by 1. This raises the saving throw, attack bonus, and DC of its Bite each by 1.
10th	38 (11d4 + 11)	Potent Venom. The poison damage of the homunculus's Bite attack increases to 7 (2d6).
11th	42 (12d4 + 12)	Telepathic Jaunt. By using all of its movement on its turn, the homunculus can teleport to its master, so long as they are on the same plane of existence.
12th	58 (13d4 + 26)	Ability Score Improvement. The homunculus's Constitution score increases by 2. This raises the Constitution modifier and DC of its Bite attack each by 1.
13th	63 (14d4 + 28)	Proficiency Bonus. The homunculus's proficiency bonus increases by 1. This raises the saving throw, attack bonus, and DC of its Bite each by 1.
14th	67 (15d4 + 30)	Communal Mind. As an action, the homunculus can touch up to 5 willing creatures. The homunculus and these creatures together share a communal bond for the next 24 hours, exactly like the one the homunculus and its master have.
15th	72 (16d4 + 32)	Potent Venom. The poison damage of the homunculus's Bite attack increases to 10 (3d6).
16th	76 (17d4 + 34)	Ability Score Improvement. The homunculus's Dexterity score increases by 2. This raises the Dexterity modifier, Armor Class, and attack bonus each by 1.

LITTLE ONE

1st-level Large giant

Armor Class 11 (hide armor)

Hit Points 17 (2d10 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	19 (+4)	7 (-2)	7 (-2)

Saving Throws Int +6, Wis +0

Skills Arcana +6, History +6, Investigation +6, Medicine +0, Religion +6

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant, plus any three languages

Pacifist. Little One does not carry any weapons on principle.

Powerful Build. Little One counts as one size larger when determining his carrying capacity (855 pounds) and the weight he can push, drag, or lift. Little One also has very broad shoulders; a Medium humanoid or smaller can easily sit on each shoulder, as long as their own weight plus that of their equipment does not exceed Little One's carrying capacity.

Memorized Healing. Little One is a 1st-level spellcaster. His spellcasting ability is Intelligence. He regains his expended spell slots when he finishes a short or long rest. He knows the following spells:

1st level (1 1st-level slot): *cure wounds*, *goodberry*, *healing word*, *heroism*

Actions

Combat Narration. Little One describes the location, actions, and trajectory of an enemy he can see to one of his allies. If the ally can hear Little One's narration, they gain advantage on their next attack against the enemy. Alternatively, the ally can choose to gain advantage on a saving throw against one of the enemy's attacks, spells, or magical effects.

Reactions

Protective Punch. When a creature within 10 feet of Little One that he can see makes an attack against an ally, Little One can deliver a punch to the creature that deals 5 bludgeoning damage.

Um, Actually. Little One may use his reaction to correct the pronunciation of a verbal component or posture of a somatic component of a spell cast within a range of 60 feet. The spellcaster must make a DC 10 Constitution saving throw or the spell fails and has no effect.

Characters can be introduced to Little One in chapter 1, "Candlekeep." He is easily convinced to help the party so he can atone for his past misdeeds.

LITTLE ONE BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	25 (3d10 + 9)	Wild Senses. Little One has advantage on Dexterity saving throws against effects that he can see, smell, or hear. Quick Reader. It takes Little One half the given amount of time to gain knowledge (or other effects) by reading. Memorized Healing. Little One gains one 1st-level spell slot.
3rd	34 (4d10 + 12)	Improved Protective Punch. Little One is proficient in unarmed strikes. His Protective Punch deals 6 (1d4 + 4) bludgeoning damage. Memorized Healing. All of Little One's spell slots are 2nd level.
4th	42 (5d10 + 15)	Ability Score Improvement. Little One's Wisdom score increases by 2. This raises the Wisdom modifier, Wisdom saving throw, Medicine skill bonus, and passive Perception by 1.
5th	51 (6d10 + 18)	Hypnotic Lecture. Little One draws upon his wealth of knowledge to give a hypnotic lecture to up to three creatures. This lecture lasts for up to 10 minutes. At the beginning of this lecture, each of the targeted creatures must make a DC 15 Wisdom saving throw. On a failure, the target is charmed and incapacitated until Little One stops lecturing or the target takes damage. Proficiency Bonus Increase. Little One's proficiency bonus increases by 1. This raises the saving throw bonus and skill bonuses by 1. Memorized Healing. All of Little One's spell slots are 3rd level.
6th	59 (7d10 + 21)	Stunning Punch. When Little One uses his Protective Punch feature, the target must succeed on a DC 14 Constitution saving throw or be stunned until the beginning of Little One's next turn. If so, Little One can't use this feature again until he finishes a short or long rest.

LITTLE ONE

7th-level Large giant

Armor Class 11 (hide armor)

Hit Points 68 (8d10 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	19 (+4)	9 (-1)	7 (-2)

Saving Throws Int +7, Wis +2

Skills Arcana +7, History +7, Investigation +7, Medicine +2, Religion +7

Senses darkvision 60 ft., passive Perception 9

Languages Common, Giant, plus any three languages

Hypnotic Lecture. Little One draws upon his wealth of knowledge to give a hypnotic lecture to up to three creatures. This lecture lasts for up to 10 minutes. At the beginning of this lecture, each of the targeted creatures must make a DC 15 Wisdom saving throw. On a failure, the target is charmed and incapacitated until Little One stops lecturing or the target takes damage.

Pacifist. Little One does not carry any weapons on principle.

Powerful Build. Little One counts as one size larger when determining his carrying capacity (855 pounds) and the weight he can push, drag, or lift. Little One also has very broad shoulders; a Medium humanoid or smaller can easily sit on each shoulder, as long as their own weight plus that of their equipment does not exceed Little One's carrying capacity.

Power of Deduction. If Little One spends at least 1 minute observing or interacting with another creature outside combat, he can learn certain information about its capabilities. Little One can learn any one of the creature's stats compared to his own (inferior, equal, or superior to his own) or whether the creature is proficient with a specific tool.

Quick Reader. It takes Little One half the given amount of time to gain knowledge (or other effects) by reading.

Stunning Punch. When Little One uses his Protective Punch feature, the target must succeed on a DC 14 Constitution saving throw or be stunned until the beginning of Little One's next turn. He can't use this feature again until he finishes a short or long rest.

Wild Senses. Little One has advantage on Dexterity saving throws against effects that he can see, smell, or hear.

Memorized Healing. Little One is a 7th-level spellcaster. His spellcasting ability is Intelligence. He regains his expended spell slots when he finishes a short or long rest. He knows the following spells:

1st level (2 4th-level slots): *cure wounds*, *goodberry*, *healing word*, *heroism*

Actions

Combat Narration. Little One describes the location, actions, and trajectory of an enemy he can see to one of his allies. If the ally can hear Little One's narration, they gain advantage on their next attack against the enemy. Alternatively, the ally can choose to gain advantage on a saving throw against one of the enemy's attacks, spells, or magical effects.

Reactions

Protective Punch. When a creature within 10 feet of Little One that he can see makes an attack against an ally, Little One can deliver a punch to the creature that deals 6 (1d4 + 4) bludgeoning damage.

Um, Actually. Little One may use his reaction to correct the pronunciation of a verbal component or posture of a somatic component of a spell cast within a range of 60 feet. The spellcaster must make a DC 10 Constitution saving throw or the spell fails and has no effect.



LITTLE ONE BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	76 (9d10 + 27)	Ability Score Improvement. Little One's Wisdom score increases by 2. This raises the Wisdom modifier, Wisdom saving throw, passive Perception, and Medicine skill bonus by 1.
9th	85 (10d10 + 30)	Improved Protective Punch. Little One's Protective Punch now deals 9 (2d4 + 4) bludgeoning damage on a hit. Memorized Healing. All of Little One's spell slots are now 5th level.
10th	93 (11d10 + 33)	Studied. Little One recalls information he's read about certain objects, effectively casting the <i>identify</i> spell, which extends to nonmagical artifacts that would have information about them housed in Candlekeep (DM's discretion), as well as magic items or other magic-imbued objects. Once he does this, Little One can't use this feature again until he finishes a short or long rest.
11th	102 (12d10 + 36)	Proficiency Bonus Increase. Little One's proficiency bonus increases by 1. This raises the saving throw bonus, skills bonuses, and attack bonus by 1. Memorized Healing. Little One gains one 5th-level spell slot.
12th	110 (13d10 + 39)	Ability Score Improvement. Little One's Wisdom score increases by 2. This raises the Wisdom modifier, Wisdom saving throw, Medicine bonus, and passive Perception by 1.
13th	119 (14d10 + 42)	Improved Protective Punch. Little One's Protective Punch now deals 11 (3d4 + 4) bludgeoning damage on a hit.
14th	102 (15d10 + 36)	Memorized Healing. Little One gains one 5th-level spell slot.
15th	110 (16d10 + 39)	Howdah. The ogre obtains compact fort that he wears on his back. Up to four Small creatures can ride in the fort without squeezing. To make a melee attack against a target within 5 feet of Little One, they must use spears or weapons with reach. Creatures in the fort have three-quarters cover against attacks and effects from outside it. If Little One falls prone, creatures in the fort are placed in unoccupied spaces within 5 feet of him.
16th	119 (17d10 + 42)	Ability Score Improvement. Little One's Wisdom score increases by 2. This raises the Wisdom modifier, Wisdom saving throw, Medicine skill bonus, and passive Perception by 1.



POSSESSED RAVEN

1st-level Tiny undead

Armor Class 12
Hit Points 3 (2d4 - 2)
Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	8 (-1)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Wis +3
Skills Perception +3
Damage Immunities necrotic
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 60 ft., passive Perception 13
Languages understands the language she knew in life (Common) but can't speak
Proficiency Bonus +2

Dual Nature. The raven's has two creature types: beast and undead.

Ethereal Sight. The raven can see 60 feet into the Ethereal Plane when she is on the Material Plane, and vice versa.

Mimicry. The raven can mimic simple sounds she has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Speak with Birds. The raven can communicate with ravens and other birds as if they shared a language.

Actions

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 3 (1d6) necrotic damage.

The Book of the Raven is delivered to Candlekeep by a raven. Avoiding contact with strangers, she leaves the book in a place where the party is likely to find it. Little does the party know, this raven contains the restless soul of a dead girl named Heluthe, who wants to frighten away the squatters in Chalet Brantifax, her former home. Heluthe can't speak or make her intentions clear, but she hopes the map in the book will lead the adventurers to the chalet.

If the party is kind to Heluthe, she accompanies them, hoping they will find a way to restore her home to her and separate her from the raven's body.

POSSESSED RAVENS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	4 (3d4 - 3)	Dive Bomb. The raven can take the Help action to grant advantage on an ally's attack roll, as a bonus action.
3rd	6 (4d4 - 4)	Cunning. On her turn in combat, the raven can take the Dash, Disengage, or Hide action as a bonus action.
4th	12 (5d4)	Ability Score Improvement. The raven's Constitution score increases by 2. This raises the Constitution modifier by 1.
5th	15 (6d4)	Improved Attack. The necrotic damage of the raven's Beak attack increases to 7 (2d6). Proficiency Bonus. The raven's proficiency bonus increases by 1. This raises the saving throw, skill bonus, passive Perception, attack bonus, and the DC of her Mimicry trait each by 1.
6th	17 (7d4)	Horrorifying Visage. As an action, Heluthe's ghostly face appears over the raven's. Each non-undead creature within 60 feet of the raven that can see her must succeed on a DC 11 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the raven's Horrorifying Visage for the next 24 hours. The aging effect can be reversed with a <i>greater restoration</i> spell, but only within 24 hours of it occurring.

POSSESSED RAVEN

7th-level Tiny undead

Armor Class 12

Hit Points 20 (8d4)

Speed 10 ft., fly 50 ft.

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

Saving Throws Wis +4

Skills Perception +4

Damage Immunities necrotic

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 14

Languages Common (using her Mimicry trait)

Proficiency Bonus +3

Cunning. On her turn in combat, the raven can take the Dash, Disengage, or Hide action as a bonus action.

Dive Bomb. The raven can take the Help action to grant advantage on an ally's attack roll, as a bonus action.

Dual Nature. The raven's has two creature types: beast and undead.

Ethereal Sight. The raven can see 60 feet into the Ethereal Plane when she is on the Material Plane, and vice versa.

Evasion. When the raven is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she failed. The raven doesn't benefit from this feature while incapacitated.

Mimicry. The raven can mimic simple sounds she has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Speak with Birds. The raven can communicate with ravens and other birds as if they shared a language.

Actions

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 7 (2d6) necrotic damage.

Horrifying Visage. As an action, Heluthe's ghostly face appears over the raven's. Each non-undead creature within 60 feet of the raven that can see her must succeed on a DC 11 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the raven's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.



POSSESSED RAVENS BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	22 (9d4)	Ability Score Improvement. The raven's Dexterity score increases by 2. This raises the Dexterity modifier, Armor Class, and attack bonus by 1.
9th	25 (10d4)	Proficiency Bonus. The raven's proficiency bonus increases by 1. This raises the saving throw, skill bonus, passive Perception, attack bonus, and the DC of her Mimicry and Horrifying Visage traits each by 1.
10th	27 (11d4)	Improved Attack. The necrotic damage of the raven's Beak attack increases to 10 (3d6).
11th	30 (12d4)	Inspiring Attack. If the raven hits a creature, an ally can take a reaction to move up to 30 feet and make one attack against the same creature. If the ally hits the target, the attack deals an extra 1d6 damage.
12th	32 (13d4)	Ability Score Improvement. The raven's Wisdom score increases by 2. This raises the Wisdom modifier, saving throw, skill bonus, passive Perception, and DCs of her Horrifying Visage trait by 1.
13th	35 (14d4)	Proficiency Bonus. The raven's proficiency bonus increases by 1. This raises the saving throw, skill bonus, passive Perception, attack bonus, and the DCs of her Mimicry and Horrifying Visage traits each by 1.
14th	37 (15d4)	<p>Possession. As an action, one beast that the raven can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by Heluthe's ghost; the raven body falls unconscious for the duration, and the target is incapacitated and loses control of its body. Heluthe now controls the body but doesn't deprive the target of awareness. Heluthe can't be targeted by any attack, spell, or other effect, except ones that turn undead, and she retains her Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. She otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge or proficiencies.</p> <p>The possession lasts until the body drops to 0 hit points, Heluthe ends it as a bonus action, or Heluthe is turned or forced out by an effect like the <i>dispel evil and good</i> spell. When the possession ends, Heluthe returns to the raven's body. The target is immune to Heluthe's Possession for 24 hours after succeeding on the saving throw or after the possession ends. Once the raven uses this feature, she must finish a short or long rest before she can use it again.</p>
15th	40 (16d4)	Improved Attack. The necrotic damage of the raven's Beak attack increases to 14 (4d6).
16th	42 (17d4)	Ability Score Improvement. The raven's Dexterity score increases by 2. This raises the Dexterity modifier, Armor Class, and attack bonus by 1.



ROGUE MODRON

1st-level Medium construct

Armor Class 15 (natural armor)
Hit Points 11 (2d8 + 2)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	5 (-3)	10 (+0)	5 (-3)

Saving Throws Wis +2
Senses passive Perception 10
Languages Common, Modron
Proficiency Bonus +2

Axiomatic Mind. The modron can't be compelled to act in a manner contrary to its nature.

Disintegration. If the modron dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

Actions

Javelin. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

ROGUE MODRONS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	16 (3d8 + 3)	Fist Attack. The modron can attack with its fist, dealing 1d4 bludgeoning damage on a hit. Helpful. The modron can take the Help action as a bonus action.
3rd	22 (4d8 + 4)	Sensor Repair. The modron gains truesight out to 120 feet.
4th	27 (5d8 + 5)	Ability Score Improvement. The modron's Intelligence and Charisma scores each increase by 1. This raises the Intelligence and Charisma modifiers each by 1. Extra Attack. The modron can attack twice, instead of once, whenever it takes the Attack action on its turn.
5th	33 (6d8 + 6)	Proficiency Bonus. The modron's proficiency bonus increases by 1. This raises the saving throw and attack bonuses each by 1.
6th	38 (7d8 + 7)	Ability Score Improvement. The modron's Intelligence and Charisma scores each increase by 3. This raises the Intelligence and Charisma modifiers each by 1. In addition, the modron's Strength score increases by 1. This raises the Strength modifier and the attack and damage bonuses of the fist attack each by 1.

Candlekeep is a haven for thirteen rogue modrons that escaped from Mechanus. The Avowed struck a deal with the creatures, and they've been part of the library staff ever since. Working alongside the Avowed, the modrons catalog and shelve books, though each of them can manage only one book at a time.

If the party ask for help, any one of these modrons joins the party, seeing it as a duty to help a seeker, no matter how difficult or deadly the task.



ROGUE MODRON

7th-level Medium construct

Armor Class 15 (natural armor)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	9 (-1)	10 (+0)	9 (-1)

Saving Throws Wis +3
Senses truesight 120 ft., passive Perception 10
Languages Common, Modron
Proficiency Bonus +3

Axiomatic Mind. The modron can't be compelled to act in a manner contrary to its nature.

Disintegration. If the modron dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

Helpful. The modron can take the Help action as a bonus action.

Actions

Extra Attack. The modron makes three attacks.

Fist. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

ROGUE MODRONS BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	49 (9d8 + 9)	Ability Score Improvement. The modron's Dexterity and Intelligence scores each increase by 1. This raises the Dexterity and Intelligence modifiers and attack and damage bonuses of the javelin attack each by 1. In addition, the modron's Charisma score increases by 2. This raises the Charisma modifier by 1.
9th	55 (10d8 + 10)	Proficiency Bonus. The modron's proficiency bonus increases by 1. This raises the saving throw and attack bonuses each by 1. Ascension. The modron regains its wings and flying speed of 30 feet.

Level	Hit Points	New Features
10th	60 (11d8 + 11)	Extra Attack. The modron can attack three times, instead of twice, whenever it takes the Attack action on its turn. Improved Defense. The modron's Armor Class increases by 1.
11th	66 (12d8 + 12)	Unblinking Eyes. The modron gains proficiency in the Perception skill.
12th	71 (13d8 + 13)	Ability Score Improvement. The modron's Charisma score increases by 2. This raises the Charisma modifier by 1.
13th	77 (14d8 + 14)	Extra Attack. The modron can attack four times, instead of three times, whenever it takes the Attack action on its turn. Proficiency Bonus. The modron's proficiency bonus increases by 1. This raises the saving throw and attack bonuses each by 1.
14th	97 (15d10 + 15)	Structural Reinforcement. The modron grows to Large in size and changes all of its Hit Dice to d10s. In addition, the damage die of the modron's fist attack increases to 1d6.
15th	104 (16d10 + 16)	Extra Attack. The modron can attack five times, instead of four times, whenever it takes the Attack action on its turn. Paralysis Gas. The modron can exhale a 30-foot cone of gas. Each creature in that area must succeed on a DC 11 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once used, the modron can't use this feature again until it finishes a short or long rest.
16th	110 (17d10 + 17)	Ability Score Improvement. The modron's Strength scores increases by 3. This raises the Strength modifier and attack and damage bonuses of the fist attack each by 1.

WERERAVEN

1st-level Medium humanoid (human, shapechanger)

Armor Class 14 (studded leather)

Hit Points 9 (2d8)

Speed 30 ft. (fly 50 ft. in raven and hybrid forms)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	11 (+0)	13 (+1)	15 (+2)	14 (+2)

Saving Throws Wis +4

Skills Acrobatics +4, Perception +4, Sleight of Hand +4, Stealth +4

Senses passive Perception 14

Languages Common, Auran (can't speak in raven form)

Mimicry. The wereraven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Shapechanger. The wereraven can use its action to polymorph into a raven-humanoid hybrid or into a raven, or back into its human form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its human form if it dies. Once used, the wereraven takes a level of exhaustion and can't use this feature again until it finishes a long rest.

Tools. The wereraven has thieves' tools.

Actions

Beak (Raven or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage in raven form, or 4 (1d4 + 2) piercing damage in hybrid form. If the target is a humanoid, it must succeed on a DC 10 Constitution saving throw or be cursed with wereraven lycanthropy.

Shortsword (Human or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hand Crossbow (Human or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



WERERAVENS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	13 (3d8)	Damage Immunity. The wereraven is immune to bludgeoning damage from nonmagical attacks not made with silvered weapons.
3rd	18 (4d8)	Light as a Feather. The proficiency bonus is doubled for any Dexterity (Sleight of Hand or Stealth) checks the wereraven makes. Early Bird. The wereraven has advantage on initiative rolls.
4th	22 (5d8)	Ability Score Improvement. The wereraven's Dexterity score increases by 2. This raises the Dexterity modifier; Armor Class; Acrobatics, Sleight of Hand, and Stealth bonuses; and attack and damage bonuses by 1. Get the Worm. When the wereraven enters a structure or ruin, it can ascertain its original purpose and builders, whether those were dwarves, elves, yuan-ti, or some other known race. In addition, it can determine the worth of art objects older than a century.
5th	27 (6d8)	Advanced Damage Immunity. The wereraven is immune to piercing damage from nonmagical attacks not made with silvered weapons. Proficiency Bonus. The wereraven's proficiency bonus increases by 1. This raises the saving throw bonus, Acrobatics and Perception bonuses, passive Perception, DC of the Mimicry feature and saving throw to resist being cursed with lycanthropy, and weapon attacks by 1. In addition, it increases the Sleight of Hand and Stealth bonuses by 2.
6th	31 (7d8)	Birds of a Feather Flock Together. The wereraven can communicate with Small winged beasts as if they shared a language. Multiattack (Human or Hybrid Form Only). The wereraven makes two weapon attacks, one of which can be with its hand crossbow.

WERERAVEN

7th-level Medium humanoid (human, shapechanger)

Armor Class 15 (studded leather)

Hit Points 36 (8d8)

Speed 30 ft. (fly 50 ft. in raven and hybrid forms)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	11 (+0)	13 (+1)	15 (+2)	14 (+2)

Saving Throws Wis +5

Skills Acrobatics +6, Perception +5, Sleight of Hand +9, Stealth +9

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Senses passive Perception 15

Languages Common, Auran (can't speak in raven form)

Birds of a Feather Flock Together. The wereraven can communicate with Small winged beasts as if they shared a language.

Early Bird. The wereraven has advantage on initiative rolls.

Get the Worm. When the wereraven enters a structure or ruin, it can ascertain its original purpose its builders, whether those were dwarves, elves, yuan-ti, or some other known race. In addition, it can determine the worth of art objects older than a century.

Kindness of a Wereraven. When in need, the party can find a place to hide, rest, or recuperate among other wereravens, unless the party has shown themselves to be hostile to them.

Mimicry. The wereraven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 11 Wisdom (Insight) check.

Shapechanger. The wereraven can use its action to polymorph into a raven-humanoid hybrid or into a raven, or back into its human form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its human form if it dies. Once used, the wereraven takes a level of exhaustion and can't use this feature again until it finishes a long rest.

Tools. The wereraven has thieves' tools.

Actions

Multiattack (Human or Hybrid Form Only). The wereraven makes two weapon attacks, one of which can be with its hand crossbow.

Beak (Raven or Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 2 piercing damage in raven form, or 5 (1d4 + 3) piercing damage in hybrid form. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wereraven lycanthropy.

Shortsword (Human or Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Hand Crossbow (Human or Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.



WERERAVENS BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	40 (9d8)	Ability Score Improvement. The wereraven's Wisdom score increases by 2. This raises the Wisdom modifier and saving throw, Perception bonus, and passive Perception by 1.
9th	45 (10d8)	Raven Aloft. The wereraven doesn't provoke opportunity attacks when it flies out of an enemy's reach. Bird's Ear View. If the wereraven can hear, it has blindsight out to a range of 15 feet.
10th	49 (11d8)	Shadow Walk. When the wereraven is in dim light or darkness, as an action, it can teleport up to 120 feet to an unoccupied space it can see that is also in dim light or darkness. Once used, the wereraven can't use this feature until it finishes a long rest.
11th	54 (12d8)	Proficiency Bonus Increase. The wereraven's proficiency bonus increases by 1. This raises the saving throw bonus, Acrobatics and Perception bonuses, passive Perception, DC of the Mimicry feature and saving throw to resist being cursed with lycanthropy, and weapon attacks by 1. In addition, it increases the Sleight of Hand and Stealth bonuses by 2.
12th	58 (13d8)	Ability Score Improvement. The wereraven's Dexterity score increases by 2. This raises the Dexterity modifier; Armor Class; Acrobatics, Sleight of Hand, and Stealth bonuses; and attack and damage bonuses by 1.
13th	63 (14d8)	Far Flier. The wereraven's flying speed increases by 20 feet.
14th	67 (15d8)	Mysterious Resistance. The wereraven has advantage on saving throws against spells and illusions.
15th	72 (16d8)	Multiattack (Human or Hybrid Form Only). The wereraven makes three weapon attacks, one of which can be with its hand crossbow.
16th	93 (17d8 + 17)	Ability Score Improvement. The wereraven's Constitution score increases by 2. This raises the Constitution modifier by 1.

