



# ADVENTURE SIDEKICKS

## STORM KING'S THUNDER



# INTRODUCTION

**D**o you want to run or play *Storm King's Thunder* 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 campaign of epic proportions 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: Storm King's Thunder" is the seventh in an ongoing series that supplies sidekicks based on the major NPCs and potential allies of each of the *DUNGEONS & DRAGONS* adventure hardcovers. 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. Like any character, 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, such as Zephyros's apprentice, 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 Wisdom (Animal Handling), or the sidekick on a Wisdom (Insight) skill 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 only every other gnome"

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# CRAG CAT

1st-level Large beast

**Armor Class** 13  
**Hit Points** 15 (2d10 + 4)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	10 (+0)	14 (+2)	10 (+0)

**Saving Throws** Dex + 5  
**Skills** Perception +4, Stealth +7  
**Senses** passive Perception 14  
**Languages** understands Common but cannot speak it

**Nondetection.** The crag cat can't be targeted or detected by any divination magic or perceived through magical scrying sensors.

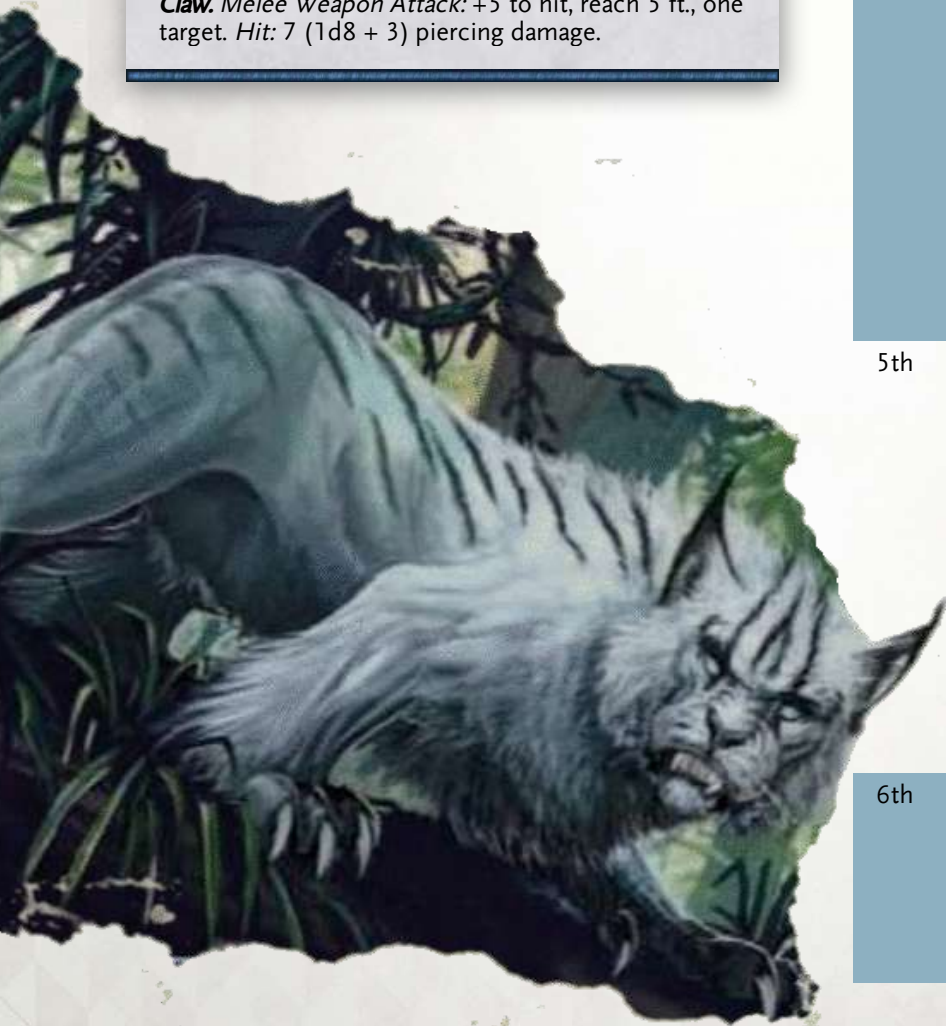
## Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

## CRAG CATS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	22 (3d10 + 6)	<b>Pounce.</b> If the crag cat moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is knocked prone, the crag cat can make one bite attack against it as a bonus action.
3rd	30 (4d10 + 8)	<b>Spell Turning.</b> The crag cat has advantage on saving throws against any spell that solely targets the crag cat (not area of effect spells). If the crag cat's saving throw succeeds and the spell is of 7th level or lower, the spell has no effect on the crag cat.
4th	37 (5d10 + 10)	<b>Ability Score Improvement.</b> The crag cat's Dexterity score increases by 2. This raises the Dexterity modifier and saving throw bonus, Stealth bonus, DC of the Pounce feature, and attack and damage bonuses of the claw attack by 1.  <b>Fearless Claws.</b> When a Large or larger creature within 5 feet hits or misses the crag cat with an attack, the crag cat can use its reaction to attack that creature, provided that it can see the creature.
5th	45 (6d10 + 12)	<b>Extra Attack.</b> The crag cat can attack twice, instead of once, whenever it takes the Attack action on its turn.: one bite attack and one claw attack.  <b>Proficiency Bonus.</b> The crag cat's proficiency bonus increases by 1. This raises the saving throw bonus, Perception bonus, passive Perception, DC of the Pounce feature, and weapon attack bonuses by 1. In addition, the Stealth bonus increases by 2.
6th	52 (7d10 + 14)	<b>Cat's Grace.</b> Moving through nonmagical difficult terrain does not cost the crag cat extra movement. The crag cat also gains advantage on Dexterity saving throws to avoid traps or area of effect spells.



# Crag Cat

7th-level Large beast

**Armor Class** 13  
**Hit Points** 60 (8d10 + 16)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	10 (+0)	14 (+2)	10 (+0)

**Saving Throws** Dex + 7  
**Skills** Perception +5, Stealth +10  
**Senses** passive Perception 15  
**Languages** understands Common but cannot speak it

**Cat's Grace.** Moving through nonmagical difficult terrain does not cost the crag cat extra movement. The crag cat also gains advantage on Dexterity saving throws to avoid traps or area of effect spells.

**Fearless Claws.** When a Large or larger creature within 5 feet hits or misses the crag cat with an attack, the crag cat can use its reaction to attack that creature, provided that it can see the creature.

**Nondetection.** The crag cat can't be targeted or detected by any divination magic or perceived through magical scrying sensors.

**Pounce.** If the crag cat moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is knocked prone, the crag cat can make one bite attack against it as a bonus action.

**Spell Turning.** The crag cat has advantage on saving throws against any spell that solely targets the crag cat (not area of effect spells). If the crag cat's saving throw succeeds and the spell is of 7th level or lower, the spell has no effect on the crag cat.

**Vanish.** As a bonus action, the crag cat can take the Hide action. It also cannot be tracked by nonmagical means unless it chooses to leave a trail.

## Actions

**Extra Attack.** The crag cat can attack twice, instead of once, whenever it takes the Attack action on its turn: once with its bite and once with its claws.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 4) piercing damage.

## Crag Cats Beyond 7th Level

Level	Hit Points	New Features
8th	67 (9d10 + 18)	<b>Ability Score Improvement.</b> The crag cat's Dexterity score increases by 2. This raises the Dexterity modifier and saving throw bonus, Stealth bonus, DC of the Pounce feature, and attack and damage bonuses of the claw attack by 1.
9th	75 (10d10 + 20)	<b>Proficiency Bonus.</b> The crag cat's proficiency bonus increases by 1. This raises the saving throw bonus, Perception bonus, passive Perception, DC of the Pounce feature, and weapon attack bonuses by 1. In addition, the Stealth bonus increases by 2.  <b>Frightening Roar.</b> As an action, the crag cat can target one creature within 120 feet. If the targeted creature can hear the crag cat, it must succeed on a DC 15 Constitution saving throw or be frightened for 1 minute.
10th	82 (11d10 + 22)	<b>Spell Turning Improvement.</b> When the crag cat succeeds on a saving throw using its Spell Turning feature, the spell's caster suffers the effects of the turned spell.
11th	90 (12d10 + 24)	<b>Mist Walker.</b> The crag cat can cast the <i>misty step</i> spell. If it does so, it can't use this feature again until it finishes a short or long rest.

## KELLA DARKHOPE

1st-level Medium humanoid (human)

**Armor Class** 14 (studded leather)

**Hit Points** 9 (2d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

**Saving Throws** Dex +4, Wis +4

**Skills** Deception +5, Insight +4, Intimidation +5, Perception +4, Sleight of Hand +4

**Senses** passive Perception 14

**Languages** Common, Elvish, Giant

**Tools.** Kella has thieves' tools and a dice set. One of the six-sided dice in Kella's set is a *charlatan's die*.

### Actions

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

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

### KELLA DARKHOPE BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	13 (3d8)	<p><b>Cunning Action.</b> Kella can take a bonus action to take the Dash, Disengage, or Hide action.</p> <p><b>Sadistic Derision.</b> As an action, Kella hurls a biting insult at a creature she can see within 60 feet. If the creature can understand her, Kella makes a Charisma (Intimidation) check contested by the creature's Wisdom (Insight) check. If Kella wins the contest, the creature takes 2 (1d4) psychic damage and has disadvantage on the next attack roll it makes before the end of its next turn.</p>
3rd	18 (4d8)	<p><b>Charming Wiles.</b> As an action, Kella puts her skills of manipulation to work against a creature that can understand her and that she and her companions have never taken hostile action against, making a Charisma (Deception) check contested by the creature's Wisdom (Insight) check. If Kella wins the contest, the creature regards Kella as a friendly acquaintance until Kella or her companions do anything harmful to it. If Kella uses this feature, she can't use it again until she finishes a short or long rest.</p> <p><b>Sneak Attack.</b> Once per turn, Kella deals an extra 3 (1d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Kella's that isn't incapacitated and Kella doesn't have disadvantage on the attack roll.</p>
4th	22 (5d8)	<p><b>Ability Score Improvement.</b> Kella's Charisma score increases by 2. This raises the Charisma modifier and Deception and Intimidation skill bonuses by 1.</p> <p><b>Talented.</b> Kella gains proficiency in the Performance skill.</p> <p><b>Uproarious Witticism.</b> As an action, Kella tells a hilarious joke. Each creature within 30 feet who can understand her and has not heard the joke before must make a Wisdom check contested by Kella's Charisma (Performance) check. If Kella wins the contest, the creature is overwhelmed with laughter, falling prone, becoming incapacitated, and unable to stand up until the end of its next turn. If Kella uses this feature, she can't use it again until she finishes a short or long rest.</p>
5th	27 (6d8)	<p><b>Cajoling.</b> As an action, Kella coaxes a creature within 30 feet who can hear her to take a particular action that seems reasonable. Kella makes a Charisma (Persuasion) check contested by the creature's Wisdom (Insight) check. If Kella wins the contest, the creature pursues the course of action Kella described to the best of its ability. If Kella uses this feature, she can't use it again until she finishes a short or long rest.</p> <p><b>Proficiency Bonus.</b> Kella's proficiency bonus increases by 1. This raises the saving throw bonuses, skill bonuses, passive Perception, and attack bonuses by 1.</p> <p><b>Persuasive.</b> Kella gains proficiency in the Persuasion skill.</p>
6th	31 (7d8)	<p><b>Enhanced Sneak Attack.</b> The amount of extra damage the Sneak Attack feature deals increases to 7 (2d6).</p> <p><b>Keen Awareness.</b> Kella gains a +5 bonus to initiative and proficiency in the Stealth skill.</p>

# KELLA DARKHOPE

7th-level Medium humanoid (human)

**Armor Class** 14 (studded leather)

**Hit Points** 36 (8d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	18 (+4)

**Saving Throws** Dex +5, Wis +5

**Skills** Deception +7, Insight +5, Intimidation +7, Perception +5, Performance +7, Persuasion +7, Sleight of Hand +5, Stealth +5

**Senses** passive Perception 15

**Languages** Common, Elvish, Giant

**Adroit Yegg (Recharges after a Short or Long Rest).** When Kella rolls an ability check to pick mundane or magical locks with thieves' tools, she can treat the result on the die roll as a 20. When using this feature, any *arcane lock* spell is suppressed.

**Cunning Action.** Kella can take a bonus action to take the Dash, Disengage, or Hide action.

**Keen Awareness.** Kella gains a +5 bonus to initiative.

**Sneak Attack (1/Turn).** Kella deals an extra 7 (2d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Kella's that isn't incapacitated and Kella doesn't have disadvantage on the attack roll.

**Tools.** Kella has thieves' tools and a dice set. One of the six-sided dice in Kella's set is a *charlatan's die*.

## Actions

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

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

**Cajoling (Recharges after a Short or Long Rest).** Kella coaxes a creature within 30 feet who can hear her to take a particular action that seems reasonable. Kella makes a Charisma (Persuasion) check contested by the creature's Wisdom (Insight) check. If Kella wins the contest, the creature pursues the course of action Kella described to the best of its ability.

**Charming Wiles (Recharges after a Short or Long Rest).** Kella puts her skills of manipulation to work against a creature that can understand her and that she and her companions have never taken hostile action against, making a Charisma (Deception) check contested by the creature's Wisdom (Insight) check. If Kella wins the contest, the creature regards Kella as a friendly acquaintance until Kella or her companions do anything harmful to it.

**Sadistic Derision.** Kella hurls a biting insult at a creature she can see within 60 feet. If the creature can understand her, Kella makes a Charisma (Intimidation) check contested by the creature's Wisdom (Insight) check. If Kella wins the contest, the creature takes 2 (1d4) psychic damage and has disadvantage on the next attack roll it makes before the end of its next turn.

**Uproarious Witticism (Recharges after a Short or Long Rest).** Kella tells a hilarious joke. Each creature within 30 feet who can understand her and has not heard the joke before must make a Wisdom check contested by Kella's Charisma (Performance) check. If Kella wins the contest, the creature is overwhelmed with laughter, falling prone, becoming incapacitated, and unable to stand up until the end of its next turn.



## KELLA DARKHOPE BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	40 (9d8)	<p><b>Ability Score Improvement.</b> Kella's Charisma score increases by 2. This raises the Charisma modifier and skill bonuses by 1.</p> <p><b>Tranquilize Sentiment.</b> As an action, Kella can attempt to suppress strong emotions in humanoids within 30 feet of her. If a creature resists, it makes a Charisma (Deception) check contested by Kella's Charisma (Persuasion) check. If a creature doesn't resist or if Kella wins the contest, any effect causing the creature to be charmed or frightened ends.</p> <p>Alternatively, Kella can make a target indifferent about creatures of her choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or witnesses any of its friends being harmed. If Kella uses this feature, she can't use it again until she finishes a short or long rest.</p>
9th	45 (10d8)	<p><b>Proficiency Bonus.</b> Kella's proficiency bonus increases by 1. This raises the saving throw bonuses, skill bonuses, passive Perception, and attack bonuses by 1.</p> <p><b>Shrewd Intuition.</b> If Kella spends at least 1 minute observing or interacting with a creature outside of combat, she can ascertain if the following qualities of the creature are equal, superior, or inferior to her own: Intelligence score, Wisdom score, Charisma score.</p>
10th	49 (11d8)	<p><b>Enhanced Sneak Attack.</b> The amount of extra damage the Sneak Attack feature deals increases to 10 (3d6).</p> <p><b>Sneak Strike Precision.</b> Whenever Kella rolls a 1 or 2 on a damage die for her Sneak Attack feature, she can reroll the die and must use the new result.</p>
11th	54 (12d8)	<p><b>Reliable Talent.</b> Whenever Kella makes an ability check that lets her add her proficiency bonus, she can treat a d20 roll of a 9 or lower as a 10.</p>



# MORAK UR'GRAY

1st-level Medium humanoid (dwarf)

**Armor Class** 16 (chain mail)

**Hit Points** 13 (2d8 + 4)

**Speed** 25 ft.

**STR**    **DEX**    **CON**    **INT**    **WIS**    **CHA**

16 (+3)   9 (-1)   15 (+2)   10 (+0)   11 (+0)   14 (+2)

**Saving Throws** Str +5, Cha +4

**Skills** Athletics +5, Persuasion +4, Survival +2

**Damage Resistances** poison

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Dwarvish, Giant

**Call to Arms (1/Day).** Morak can spend 10 minutes inspiring his companions, shoring up their will to fight. When he does so, Morak and up to five other creatures within 30 feet of Morak who can see and understand him can gain 4 temporary hit points and have advantage on their next saving throw against being frightened for the next 8 hours.

**Dwarven Resilience.** Morak has advantage on saving throws against poison.

## Actions

**Warhammer.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands.



## MORAK UR'GRAY BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8 + 6)	<b>Rhetorical Resolve.</b> As a bonus action, Morak can strengthen the resolve of his allies. A number of creatures up to half of Morak's level and within 60 feet of him gain one Resolve die, a d6. Once within the next 10 minutes, a creature can roll the die and add it to one ability check or saving throw, or to their AC when hit with a weapon attack. If Morak uses this feature, he can't use it again until he finishes a short or long rest.
3rd	26 (4d8 + 8)	<b>Tactician.</b> As an action, Morak can assess the situation on the battlefield and shout out warnings. For 1 minute, whenever a nonhostile creature that he can see within 30 feet of him makes an attack roll or saving throw, it can add 1d4 to the roll, provided it can hear and understand Morak. If Morak uses this feature, he can't use it again until he finishes a short or long rest.
4th	32 (5d8 + 10)	<b>Ability Score Improvement.</b> Morak's Strength increases by 2. This raises the Strength modifier and saving throw bonus, Athletics bonus, and warhammer attack and damage bonuses by 1.
5th	39 (6d8 + 12)	<b>Proficiency Bonus.</b> Morak's proficiency bonus increases by 1. This raises the saving throw bonuses, skill bonuses, and attack bonus by 1.  <b>Bolster.</b> Morak can use the Help action as a bonus action.  Additionally, when Morak uses the Help action to aid an ally in attacking a creature, the target of that attack can be up to 30 feet from Morak if the target can see or hear Morak.
6th	45 (7d8 + 14)	<b>Extra Attack.</b> Morak can attack twice, instead of once, whenever he takes the Attack action on his turn.



# MORAK UR'GRAY

7th-level Medium humanoid (dwarf)

**Armor Class** 16 (chain mail)

**Hit Points** 52 (8d8 + 16)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	15 (+2)	10 (+0)	11 (+0)	14 (+2)

**Saving Throws** Str +7, Cha +5

**Skills** Athletics +7, Persuasion +5, Survival +3

**Damage Resistances** poison

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Dwarvish, Giant

**Bolster.** Morak can use the Help action as a bonus action.

Additionally, when Morak uses the Help action to aid an ally in attacking a creature, the target of that attack can be up to 30 feet from Morak if the target can see or hear Morak.

**Call to Arms (1/Day).** Morak can spend 10 minutes inspiring his companions, shoring up their will to fight. When he does so, Morak and up to five other creatures within 30 feet of Morak who can see and understand him can gain 4 temporary hit points and have advantage on their next saving throw against being frightened for the next 8 hours.

**Dwarven Resilience.** Morak has advantage on saving throws against poison.

**Rhetorical Resolve (Recharges after a Short or Long Rest).** As a bonus action, Morak can strengthen the resolve of his allies. Up to 3 creatures within 60 feet of him gain one Resolve die, a d6. Once within the next 10 minutes, a creature can roll the die and add it to one ability check or saving throw, or to their AC when hit with a weapon attack.

**Tactician (Recharges after a Short or Long Rest).** As an action, Morak can assess the situation on the battlefield and shout out warnings. For 1 minute, whenever a nonhostile creature that he can see within 30 feet of him makes an attack roll or saving throw, it can add 1d4 to the roll, provided it can hear and understand Morak.

**Taunting Foe.** When Morak hits a creature with a melee weapon attack, he can issue a taunt to that creature that lasts until the end of Morak's next turn. While taunted, the creature has disadvantage on any attack roll that doesn't target Morak.

## Actions

**Extra Attack.** Morak can attack twice, instead of once, whenever he takes the Attack action on his turn.

**Warhammer. Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. **Hit:** 8 (1d8 + 4) bludgeoning damage, or 9 (1d10 + 4) bludgeoning damage if used with two hands.

## MORAK UR'GRAY BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	58 (9d8 + 18)	<b>Ability Score Improvement.</b> Morak's Strength increases by 2. This raises the Strength modifier and saving throw bonus, Athletics bonus, and warhammer attack and damage bonuses by 1.
9th	65 (10d8 + 20)	<b>Proficiency Bonus.</b> Morak's proficiency bonus increases by 1. This raises the saving throw bonuses, skill bonuses, and attack bonus by 1.  <b>Warding Maneuver.</b> When Morak or an ally he can see within 5 feet of him is hit by an attack, Morak can roll 1d4 as a reaction, adding the result to the target's AC against that attack. If the attack still hits, the target has resistance against the damage.
10th	71 (11d8 + 22)	<b>Mantle of Courage.</b> As a bonus action, Morak and any allies within 10 feet can't be frightened for the next 10 minutes. This ends early if Morak is knocked unconscious or dies.
11th	78 (12d8 + 24)	<b>Extra Attack.</b> Morak can attack three times, instead of twice, whenever he takes the Attack action on his turn.  <b>Snap Out of It!</b> As an action, Morak can end one of the following effects on a creature within 5 feet of him: charmed, frightened, incapacitated, paralyzed, or stunned. If he does so, Morak can't use this feature again until he finishes a short or long rest.

# UTHGARDT WARRIOR

1st-level Medium humanoid (human)

**Armor Class** 14 (hide armor)

**Hit Points** 15 (2d8 + 6)

**Speed** 30 ft.

**STR**    **DEX**    **CON**    **INT**    **WIS**    **CHA**

16 (+3) 14 (+2) 16 (+3) 11 (+0) 13 (+1) 8 (-1)

**Saving Throws** Str +5, Con +5

**Skills** Animal Handling +3, Athletics +5, Perception +3, Survival +3

**Senses** passive Perception 13

**Languages** Common

**Outlander Wanderer.** The Uthgardt warrior is experienced in living in the wilderness. They can find food and fresh water for themselves and up to 5 other people each day as long as the land has edible flora, small game, and water. They are also able to recall maps and geography with ease and can recall the layout of terrain and other features.

## Actions

**Greataxe.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

**Longbow.** *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.



## UTHGARDT WARRIORS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	22 (3d8 + 9)	<b>Second Wind.</b> The Uthgardt warrior can use a bonus action on their turn to regain hit points equal to 1d10 + their level. If they do so, they can't use this feature again until they finish a short or long rest.
3rd	30 (4d8 + 12)	<b>Ancestor Spirits.</b> The Uthgardt warrior taps into the power of their dead ancestors, giving them innate spellcasting abilities. The Uthgardt warrior's spellcasting modifier is Wisdom (spell save DC 11, +3 to hit with spell attacks). With a sacred bundle, they can innately cast one cantrip at will or one 1st-level spell once per day chosen from their tribal spells, as well as the following:  At will: <i>message, thaumaturgy</i>  1/day: <i>detect magic, hex</i>
4th	37 (5d8 + 15)	<b>Ability Score Improvement.</b> The Uthgardt warrior's Strength score increases by 2. This raises the Strength modifier, Athletics bonus, and greataxe attack and damage bonuses by 1.  <b>Danger Sense.</b> So long as they are not blinded, deafened, or incapacitated, the Uthgardt warrior has advantage on Dexterity saving throws against effects that they can see, such as traps and spells.
5th	45 (6d8 + 18)	<b>Proficiency Bonus.</b> The Uthgardt warrior's proficiency bonus increases by 1. This raises the saving throw bonuses, skill bonuses, passive Perception, spell save DC, and spell and weapon attack bonuses by 1.  <b>Improved Critical.</b> The Uthgardt warrior's weapon attack rolls score a critical hit on a roll of 19 or 20 on a d20.
6th	52 (7d8 + 21)	<b>Extra Attack.</b> The Uthgardt warrior can attack twice, instead of once, whenever it takes the Attack action on its turn.

# UTHGARDT WARRIOR

7th-level Medium humanoid (human)

**Armor Class** 14 (hide armor)

**Hit Points** 60 (8d8 + 24)

**Speed** 30 ft.

**STR**    **DEX**    **CON**    **INT**    **WIS**    **CHA**

18 (+4) 14 (+2) 16 (+3) 11 (+0) 13 (+1) 8 (-1)

**Saving Throws** Str +7, Con +6

**Skills** Animal Handling +4, Athletics +7, Perception +4, Survival +4

**Senses** passive Perception 14

**Languages** Common

**Danger Sense.** So long as they are not blinded, deafened, or incapacitated, the Uthgardt warrior has advantage on Dexterity saving throws against effects that they can see, such as traps and spells.

**Improved Critical.** The Uthgardt warrior's weapon attack rolls score a critical hit on a roll of 19 or 20 on a d20.

**Innate Spellcasting (Ancestor Spirits).** The Uthgardt warrior's spellcasting modifier is Wisdom (spell save DC 12, +4 to hit with spell attacks). They can innately cast can innately cast the following spells, with a sacred bundle:

At will: *message, thaumaturgy*

2/day: *augury, cordon of arrows, detect magic, expeditious retreat, find steed (elk only), hex, prayer of healing*

**Outlander Wanderer.** The Uthgardt warrior is experienced in living in the wilderness. They can find food and fresh water for themselves and up to 5 other people each day as long as the land has edible flora, small game, and water. They are also able to recall maps and geography with ease and can recall the layout of terrain and other features.

**Second Wind (Recharges after a Short or Long Rest).** The Uthgardt warrior can use a bonus action on their turn to regain hit points equal to 1d10 + 7.

## Actions

**Extra Attack.** The Uthgardt warrior can attack twice, instead of once, whenever it takes the Attack action on its turn.

**Greataxe.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

**Longbow.** *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

## UTHGARDT WARRIORS BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	67 (9d8 + 27)	<b>Ability Score Improvement.</b> The Uthgardt warrior's Wisdom score increases by 2. This raises the Wisdom modifier; Animal Handling, Perception, and Survival bonuses; passive Perception; spell save DC; and spell attack bonus by 1.  <b>Feral Instinct.</b> The Uthgardt warrior has advantage on initiative rolls.
9th	75 (10d8 + 30)	<b>Innate Spellcasting.</b> The Uthgardt warrior can now innately cast spells three times per day.  <b>Proficiency Bonus.</b> The Uthgardt warrior's proficiency bonus increases by 1. This raises the saving throw bonuses, skill bonuses, passive Perception, spell save DC, and spell and weapon attack bonuses by 1.
10th	82 (11d8 + 33)	<b>Tribal Learnings.</b> The Uthgardt warrior learns one spell from the spell list of a different tribe.
11th	90 (12d8 + 36)	<b>Whirlwind Attack.</b> As an action, the Uthgardt warrior can make a melee attack against up to three creatures within 5 feet of them, with a separate attack roll for each target.

## UTHGARDT TRIBAL SPELLS

**Black Lion:** *animate dead, chill touch, feign death, revivify*

**Black Raven:** *animal messenger (raven only), feather fall, polymorph (into a raven only)*

**Blue Bear:** *enhance ability (bear's endurance only), heroism*

**Elk:** *expeditious retreat, find steed (elk only), haste*

**Gray Wolf:** *beast sense (wolf or dire wolf only), moonbeam, speak with animals (wolf or dire wolf only)*

**Great Worm:** *crusader's mantle, divine favor, hypnotic pattern*

**Griffon:** *feather fall, fly*

**Sky Pony:** *divine favor, feather fall, lightning bolt*

**Red Tiger:** *beast sense (tiger only), enhance ability (cat's grace only), jump*

**Thunderbeast:** *enhance ability (bull's strength only), pass without trace, stonkskin*

**Tree Ghost:** *barkskin, druidcraft, plant growth, speak with plants*

# YAKFOLK MONK

1st-level Large monstrosity

**Armor Class** 13  
**Hit Points** 15 (2d10 + 4)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	12 (+1)	15 (+2)	10 (+0)

**Saving Throws** Dex +5  
**Skills** Deception +4, Survival +4  
**Senses** passive Perception 12  
**Languages** Common, Yikaria

## Actions

**Unarmed Strike.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

**Gore.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

## YAKFOLK MONKS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	20 (3d10 + 6)	<b>Ki.</b> The yakfolk monk has a pool of 2 ki points that replenish after it finishes a short or long rest.  <b>Flurry of Horns.</b> Immediately after the yakfolk takes the Attack action on its turn, it can spend 1 ki point to make a gore attack as a bonus action.
3rd	26 (4d10 + 8)	<b>Stoic Defense.</b> The yakfolk monk can spend 1 ki point to take a bonus action granting the benefits of half cover.
4th	31 (5d10 + 10)	<b>Deflect Blows.</b> The yakfolk monk can use its reaction to deflect the weapon when it is hit by a melee weapon attack. When it does so, the damage from the attack is reduced by 12 (1d10 + 7). If this reduces the damage to 0, the yakfolk monk can spend 1 ki point to catch the weapon in its horns. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon cannot be used. A creature can pull the weapon free with an action and a successful DC 12 Strength check.  <b>Ability Score Improvement.</b> The yakfolk monk's Dexterity score increases by 2. This raises the Dexterity modifier, saving throw bonus, and Armor Class by 1.
5th	42 (6d10 + 12)	<b>Extra Ki.</b> The yakfolk monk gains 1 additional ki point.  <b>Proficiency Bonus.</b> The yakfolk monk's proficiency bonus increases by 1. This raises the saving throw bonus, Survival bonuses, feature save DCs, and attack bonuses by 1. In addition, the Deception bonus increases by 2.
6th	47 (7d10 + 14)	<b>Extra Attack.</b> The yakfolk monk can attack twice, instead of once, whenever it takes the Attack action on his turn.



# YAKFOLK MONK

7th-level Large monstrosity

**Armor Class** 15 (natural armor)

**Hit Points** 53 (8d10 + 16)

**Speed** 30 ft.

**STR**    **DEX**    **CON**    **INT**    **WIS**    **CHA**

14 (+2) 18 (+4) 15 (+2) 12 (+1) 15 (+2) 10 (+0)

**Saving Throws** Dex +7

**Skills** Deception +6, Survival +5

**Senses** passive Perception 12

**Languages** Common, Yikaria

**Flurry of Horns.** Immediately after the yakfolk takes the Attack action on its turn, it can spend 1 ki point to make a gore attack as a bonus action.

**Ki.** The yakfolk monk has a pool of 4 ki points, which replenish after it finishes a short or long rest.

**Stoic Defense.** The yakfolk monk can spend 1 ki point to take a bonus action granting the benefits of half cover.

## Actions

**Extra Attack.** The yakfolk monk can attack twice, instead of once, whenever it takes the Attack action on its turn.

**Unarmed Strike.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

**Gore.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

## Reactions

**Deflect Blows.** The yakfolk monk can use its reaction to deflect the weapon when it is hit by a melee weapon attack. When it does so, the damage from the attack is reduced by 16 (1d10 + 11). If this reduces the damage to 0, the yakfolk monk can spend 1 ki point to catch the weapon in its horns. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck the weapon cannot be used. A creature can pull the weapon free with an action and a successful DC 13 Strength check.

## YAKFOLK MONKS BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	58 (9d10 + 18)	<b>Ki-Empowered.</b> The yakfolk monk's unarmed strike and gore attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.  <b>Ability Score Improvement.</b> The yakfolk monk's Dexterity score increases by 2. This raises the Dexterity modifier, saving throw bonus, and Armor Class by 1.
9th	64 (10d10 + 20)	<b>Proficiency Bonus.</b> The yakfolk monk's proficiency bonus increases by 1. This raises the saving throw bonus, Survival bonus, feature save DCs, and attack bonuses by 1. In addition, the Deception bonus increases by 2.  <b>Extra Ki.</b> The yakfolk monk gains 1 additional ki point.
10th	69 (11d10 + 22)	<b>Rush of the Wind.</b> The yakfolk monk can spend 1 ki point to take the Disengage or Dash action as a bonus action on its turn. If the yakfolk monk uses this movement to move at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away.
11th	75 (12d10 + 24)	<b>Horn Hurl.</b> As an action, the yakfolk monk can try to throw a Small or larger creature within 5 feet of it using its horns. The yakfolk monk must spend 1 ki point for a Small creature, 2 for a Medium, or 3 for a Large creature. The target must succeed on a DC 17 Dexterity saving throw or be hurled 30 feet horizontally in a direction of the yakfolk monk's choice and land prone, taking 13 (3d8) bludgeoning damage.  <b>Extra Ki.</b> The yakfolk monk gains 1 additional ki point.

## ZEPHYROS'S APPRENTICE

1st-level Large giant

**Armor Class** 9

**Hit Points** 17 (2d10 + 6)

**Speed** 40 ft.

**STR**    **DEX**    **CON**    **INT**    **WIS**    **CHA**

19 (+4)   8 (-1)   16 (+3)   14 (+2)   12 (+1)   11 (+0)

**Saving Throws** Con +5, Int + 4

**Skills** Arcana +4, Perception +3

**Senses** passive Perception 13

**Languages** Common, Giant

**Keen Smell.** Zephyros's apprentice has advantage on Wisdom (Perception) checks that rely on smell.

**Spellcasting.** Zephyros's apprentice's spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). Zephyros's apprentice has the following wizard spells prepared:

Cantrips (at will): *mending*, *shocking grasp*

1st level (2 slots): *shield*

### Actions

**Quarterstaff.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage if used with two hands.

**Rock.** *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.



## ZEPHYROS'S APPRENTICE BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	25 (3d10 + 9)	<b>Powerful Gust.</b> Zephyros's apprentice can shoot a magical gust of wind at a creature, pushing it 10 feet away from it in a straight line. Zephyros's apprentice can use this feature three times, regaining expended uses after it finishes a long rest.
3rd	34 (4d10 + 12)	<b>Spellcasting.</b> Zephyros's apprentice learns another 1st-level spell: <i>magic missile</i> .
4th	42 (5d10 + 15)	<b>Thicker Skinned.</b> Zephyros's apprentice's AC increases by 1.  <b>Ability Score Improvement.</b> Zephyros's apprentice's Intelligence score increases by 2. This raises the Intelligence modifier and saving throw bonus, Arcana bonus, spell save DC, and spell attack bonus.
5th	51 (6d10 + 18)	<b>Spellcasting.</b> Zephyros's apprentice gains one 1st-level spell slot. The spellcaster also learns another 1st-level spell: <i>charm person</i> .
6th	47 (7d10 + 21)	<b>Potent Cantrips.</b> Zephyros's apprentice can add its spell casting ability modifier to the damage it deals with any cantrip.

## ZEPHYROS'S APPRENTICE

7th-level Large giant

**Armor Class** 10 (natural armor)

**Hit Points** 59 (8d10 + 24)

**Speed** 40 ft.

**STR**   **DEX**   **CON**   **INT**   **WIS**   **CHA**

19 (+4)   8 (-1)   16 (+3)   16 (+3)   12 (+1)   11 (+0)

**Saving Throws** Con +5, Int + 5

**Skills** Arcana +5, Perception +3

**Senses** passive Perception 13

**Languages** Common, Giant

**Keen Smell.** Zephyros's apprentice has advantage on Wisdom (Perception) checks that rely on smell.

**Potent Cantrips.** Zephyros's apprentice can add its Intelligence modifier to the damage it deals with any cantrip.

**Powerful Gust (3/Day).** Zephyros's apprentice can shoot a magical gust of wind at a creature, pushing it 10 feet away from it in a straight line.

**Spellcasting.** Zephyros's apprentice's spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Zephyros's apprentice has the following wizard spells prepared:

Cantrips (at will): *mending*, *shocking grasp*

1st level (3 slots): *charm person*, *magic missile*, *shield*

2nd level (2 slots): *gust of wind*

### Actions

**Quarterstaff.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage if used with two hands.

**Rock.** *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

## ZEPHYROS'S APPRENTICE BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	112 (9d12 + 27)	<b>Growth Spurt.</b> Zephyros's apprentice's size increases to Huge.  <b>Ability Score Improvement.</b> Zephyros's apprentice's Strength score increases by 2. This raises the Strength modifier and weapon attack and damage bonuses by 1.
9th	122 (10d12 + 30)	<b>Spellcasting.</b> Zephyros's apprentice learns another 2nd-level spell: <i>levitate</i> .  <b>Proficiency Bonus.</b> Zephyros's apprentice's proficiency bonus increases by 1. This raises the saving throw bonuses, skill bonuses, spell save DC, and spell and weapon attack bonuses by 1.
10th	131 (11d12 + 33)	<b>Giant's Protection.</b> Zephyros's apprentice can use its reaction to defend a Small or Medium creature within 5 feet of it from a ranged attack or area spell. Zephyros's apprentice must take the damage or suffer any effects that would have affected the target creature.
11th	141 (12d12 + 36)	<b>Spellcasting.</b> Zephyros's apprentice gains one 2nd-level spell slot and two 3rd-level spell slots. In addition, the spellcaster also learns one 3rd-level spell: <i>protection from energy</i> .