



ADVENTURE SIDEKICKS

TOMB OF ANNIHILATION



INTRODUCTION

Do you want to run or play *Tomb of Annihilation* 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 jungle 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: Tomb of Annihilation" is the sixth 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 who 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 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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ASCALABOTES

1st-level Medium beast

Armor Class 16 (natural armor)

Hit Points 13 (2d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	7 (-2)	14 (+2)	12 (+1)

Saving Throws Dex +5

Skills Acrobatics +5, Athletics +3, Perception +4, Stealth +5, Survival +4

Senses passive Perception 14

Languages understands Common and Draconic but can't speak them

Keen Sight and Smell. Ascalabotes has advantage on Wisdom (Perception) checks that rely on sight or smell.

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

Actions

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

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

ASCALABOTES BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8 + 6)	Primal Hunter. As a bonus action, Ascalabotes can move up to her speed toward an enemy of her choice that she can see or hear.
3rd	26 (4d8 + 8)	Sneak Attack. Once per turn, Ascalabotes 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 hers that isn't incapacitated and she doesn't have disadvantage on the attack roll. Swift Stride. Ascalabotes's speed increases by 10 feet.
4th	32 (5d8 + 10)	Ability Score Improvement. Ascalabotes's Dexterity score increases by 2. This raises the Dexterity modifier and saving throw bonus, Armor Class, Acrobatics and Stealth bonuses, and attack and damage bonuses by 1. Swipe Shiny Bits. Ascalabotes's curiosity and speed allow her to use Dexterity (Acrobatics) in place of a Dexterity (Sleight of Hand) check. Ascalabotes can make such checks as a bonus action. (DMs can use the Shiny Gift table on the next page to determine what she swipes.)
5th	39 (6d8 + 12)	Multiattack. Ascalabotes makes two attacks whenever she takes the Attack action on her turn: one with her bite and one with her claws. Proficiency Bonus. Ascalabotes's proficiency bonus increases by 1. This raises the saving throws and skill bonuses, passive Perception, and weapon attack bonuses by 1. Sneak Attack. Ascalabotes's Sneak Attack damage increases to 7 (2d6).
6th	45 (7d8 + 14)	Chameleon Scales. Wisdom (Perception) checks made to see Ascalabotes have disadvantage, and Ascalabotes has advantage on Dexterity (Stealth) checks made to hide, as her scales shift colors to camouflage her. Climbing Claws. Ascalabotes gains a climb speed equal to her base speed.



ASCALABOTES

7th-level Medium beast

Armor Class 17 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	7 (-2)	14 (+2)	12 (+1)

Saving Throws Dex +7

Skills Acrobatics +7, Athletics +4, Perception +5, Stealth +7, Survival +5

Senses passive Perception 15

Languages understands Common and Draconic but can't speak them

Bring Shiny Gift. Ascalabotes brings her companions something shiny she has found. After Ascalabotes finishes a long rest, she rolls on the Shiny Gift table.

SHINY GIFT

d10 Gift

- | | |
|-----|---|
| 1-4 | 1d6 silver pieces |
| 5-7 | An item from the Trinkets table from chapter 5 of the <i>Player's Handbook</i> |
| 8 | 1d6 gold pieces |
| 9 | 1d6 platinum pieces |
| 10 | An object from Magic Item Table A from chapter 7 of the <i>Dungeon Master's Guide</i> |

Ascalabotes appears as a young deinonychus, a raptor, with scales that glimmer like oil on water. She adorns herself with crystals and coins woven with vines. Although she is highly intelligent and deeply social, she remains a cunning predator.

While she can't speak, she fully understands Common and Draconic and can respond with a series of chirps, whistles, and purrs. Whether her enhanced intelligence was caused by wild magic, arcane experimentation, or exposure to the Feywild seems to make little difference to her. But she has been touched by something fantastic that awoke in her a spirit of adventure, desire for companionship, and a fascination with treasure. Or perhaps she is merely a rare breed of dinosaur lost from her pack. Whatever the truth, she is driven by a profound curiosity about the world and a need to belong.

INTRODUCING ASCALABOTES

Ascalabotes should be introduced in a way where she isn't mistaken for a dangerous jungle creature. She can come to the aid of the adventurers in a battle or bring them something helpful, such as rope or a *potion of healing*. Or she may show up at a shop with something shiny, indicating she wants to trade it for food.

Chameleon Scales. Wisdom (Perception) checks made to see Ascalabotes have disadvantage, and Ascalabotes has advantage on Dexterity (Stealth) checks made to hide, as her scales shift colors to camouflage her.

Keen Sight and Smell. Ascalabotes has advantage on Wisdom (Perception) checks that rely on sight or smell.

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

Primal Hunter. As a bonus action, Ascalabotes can move up to her speed toward an enemy of her choice that she can see or hear.

Sneak Attack. Once per turn, Ascalabotes 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 hers that isn't incapacitated and she doesn't have disadvantage on the attack roll.

Uncanny Dodge. Ascalabotes halves the damage that she takes from an attack that hits her. She must be able to see the attacker.

Actions

Multiattack. Ascalabotes makes two attacks whenever she takes the Attack action on her turn: one with her bite and one with her claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

ASCALABOTES AS A SIDEKICK

Ascalabotes is fond of anyone who gives her scratches, offers her tasty snacks, and is respectful to her. After all, she is as intelligent as a human adolescent. She is fiercely loyal and overly protective of those who have befriended her. She often finds strange or valuable objects, even in the most barren of places to gift to her companions.

Like a magpie, Ascalabotes is attracted to shiny objects and magic items, possibly a remnant of what awoke her mind and colored her scales, granting her sentience and instilling in her an insatiable inquisitiveness.



ASCALABOTES BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	58 (9d8 + 18)	<p>Ability Score Improvement. Ascalabotes's Dexterity score increases by 2. This raises the Dexterity modifier and saving throw, Armor Class, Acrobatics and Stealth bonuses, and the attack and damage bonuses by 1.</p> <p>Primal Strike. Ascalabotes's attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.</p>
9th	65 (10d8 + 20)	<p>Evasion. If Ascalabotes 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 fails.</p> <p>Proficiency Bonus. Ascalabotes's proficiency bonus increases by 1. This raises the saving throws and skill bonuses, passive Perception, and weapon attack bonuses by 1.</p> <p>Sneak Attack. Ascalabotes's Sneak Attack damage increases to 10 (3d6).</p>
10th	82 (11d8 + 33)	<p>Ability Score Improvement. Ascalabotes's Constitution score increases by 2. This raises the Constitution modifier by 1.</p> <p>Multiattack. Ascalabotes makes three attacks: one with her bite, one with her claws, and one with her tail.</p> <p>Tail. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.</p>
11th	90 (12d8 + 36)	<p>Improved Pack Tactics. Ascalabotes grants allies advantage on attacks against creatures within 5 feet of her while she isn't incapacitated.</p> <p>Predatory Instincts. Ascalabotes has advantage on initiative rolls. Additionally, if she isn't surprised at the beginning of combat and isn't incapacitated, she can act normally on her first turn.</p>



CHWINGA

1st-level Tiny elemental

Armor Class 15

Hit Points 5 (2d4)

Speed 20 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	10 (+0)	14 (+2)	16 (+3)	16 (+3)

Saving Throws Dex +7, Wis +5

Skills Acrobatics +7, Perception +7, Stealth +7

Senses blindsight 60 ft., passive Perception 17

Languages understands Common but cannot speak it

Evasion. When the chwinga 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 fail.

Innate Spellcasting. The chwinga's innate spellcasting ability is Wisdom (spell save DC 13). They can innately cast the following spells, requiring no material or verbal components:

At will: *druidcraft*, *guidance*, *pass without trace*, *resistance*

Actions

Magical Gift. When a party member delights the chwinga, they grant a supernatural charm of the DM's choice to the character the next morning. This feature can only create a single magic item. (See chapter 7 of the *Dungeon Master's Guide* for more information on supernatural charms.) If the chwinga does so, they cannot use this feature again until the next dawn.

Natural Shelter. The chwinga magically takes shelter inside a rock, a living plant, or a natural source of freshwater in their space. The chwinga can't be targeted by any attack, spell, or other effects while inside this shelter, and the shelter doesn't impair the chwinga's blindsight. The chwinga can use their action to emerge from a shelter. If their shelter is destroyed, the chwinga is forced out and appears in the shelter's space, but is otherwise unharmed.



CHWINGAS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	7 (3d4)	Compass True. When traveling in the wild, the chwinga cannot become lost, knowing which way is north at all times. Home Collector. The chwinga remembers every shelter they've ever taken and can navigate to any one of them without fail.
3rd	10 (4d4)	Foraging Friend. Knowing their friends need to eat and drink, the chwinga brings small morsels to any camp the party sets up. If asked, they can lead a person to the source to gather more. Rattle Chatter. Sounding like a reedy voice mixed with falling rain, the chwinga learns how to speak and understand Common.
4th	12 (5d4)	Ability Score Improvement. The chwinga's Strength score increases by 2. This raises the Strength modifier by 1. Just A Prick. As an action, the chwinga can shoot a thorn through a tube. Thorn Dart. <i>Ranged Weapon Attack:</i> +7 to hit, range 20/60 ft., one creature. <i>Hit:</i> 2 (1d4) poison damage, and the target must succeed on a DC 12 Constitution saving throw or be paralyzed until the end of its next turn.
5th	15 (6d4)	Sure-Footed. Moving ahead of the group to find a path, the chwinga can make any difficult terrain not cost extra movement for up to 5 other creatures that follow the chwinga's path. Proficiency Bonus. The chwinga's proficiency bonus increases by 1. This raises the saving throws, Acrobatics and Stealth skill bonuses, spell save DC, and attack bonuses by 1. In addition, the Perception bonus and passive Perception increase by 2.
6th	17 (7d4)	Wider Range. The chwinga learns the following spells, which they cast at will: <i>create bonfire</i> and <i>snare</i> . Healing Touch. With a simple touch, the chwinga can use a pool of 15 hit points to heal an ally. They do not have to use all of the pool at once and can control how much is given with each touch. The pool of hit points replenishes after they finish a long rest.

Normally extremely shy, these tiny elemental spirits are considered mere myths as they are rarely actually sighted. They do, however, have an obsessive fascination with humanoids, often watching them from their shelters and following along for a time when their interest is piqued. No one is quite sure how to do that, as they seem to latch on to the strangest of humanoid traits.

One such chwinga has become bolder than the others and has started letting the humanoids they follow catch glimpses of them just out of sight or when they leave gifts at the campsite. This one seems to be getting up the courage for something closer to adventure rather than continuing to enjoy life in nature.



CHWINGA

7th-level Tiny elemental

Armor Class 15

Hit Points 20 (8d4)

Speed 20 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	20 (+5)	10 (+0)	14 (+2)	16 (+3)	16 (+3)

Saving Throws Dex +8, Wis +6

Skills Acrobatics +8, Perception +9, Stealth +8

Senses blindsight 60 ft., passive Perception 19

Languages Common

Compass True. When traveling in the wild, the chwinga cannot become lost, knowing which way is north at all times.

Evasion. When the chwinga is subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, they instead takes no damage if they succeed on the saving throw, and only half damage if they fail.

Foraging Friend. Knowing their friends need to eat and drink, the chwinga brings small morsels to any camp the party sets up. If asked, they can lead a person to the source to gather more.

Fur is Friendly. Any beast that the chwinga encounters is considered indifferent when it would be hostile and friendly when it would be indifferent. The beast can talk in very basic means to convey feelings and simple images.

Healing Touch. With a simple touch, the chwinga can use a pool of 15 hit points to heal an ally. They do not have to use all of the pool at once and can control how much is given with each touch. The pool of hit points replenishes after they finish a long rest.

PERSONALITY TRAITS

d6 Personality

- 1 **Lazy.** Members of the party often find the chwinga catching a ride on shoulders, in packs, and in pockets.
- 2 **Caring.** Anytime someone in the party is hurt or sad, the chwinga goes out of their way to help.
- 3 **Excitable.** Everything the party does makes the chwinga so excited they can't stay still.
- 4 **Distractable.** New things and shiny objects easily lead the chwinga to wander off.
- 5 **Shy.** Whenever someone not from the party is around, the chwinga hides.
- 6 **Noisy.** Sounds like rustling leaves, raindrops, and other natural sounds can often be heard from the chwinga as if they're speaking another language.

Home Collector. The chwinga remembers every shelter they've ever taken and can navigate to any one of them without fail.

Innate Spellcasting. The chwinga's innate spellcasting ability is Wisdom (spell save DC 14). They can innately cast the following spells, requiring no material or verbal components:

At will: *create bonfire, druidcraft, guidance, pass without trace, resistance, snare*

Sure-Footed. Moving ahead of the group to find a path, the chwinga can make any difficult terrain not cost extra movement for up to 5 other creatures that follow the chwinga's path.

Actions

Thorn Dart. *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one creature. *Hit:* 3 (1d6) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be paralyzed until the end of its next turn.

Magical Gift. When a party member delights the chwinga, they grant a supernatural charm of the DM's choice to the character the next morning. This feature can only create a single magic item. (See chapter 7 of the *Dungeon Master's Guide* for more information on supernatural charms.) If the chwinga does so, they cannot use this feature again until the next dawn.

Natural Shelter. The chwinga magically takes shelter inside a rock, a living plant, or a natural source of freshwater in their space. The chwinga can't be targeted by any attack, spell, or other effects while inside this shelter, and the shelter doesn't impair the chwinga's blindsight. The chwinga can use their action to emerge from a shelter. If their shelter is destroyed, the chwinga is forced out and appears in the shelter's space, but is otherwise unharmed.

MEETING THE CHWINGA

d6 Adventure Seeds

- 1 While leaving a gift at the campsite, the chwinga knocks over the adventurers' packs, causing a loud ruckus.
- 2 An unusual lump in a pack turns out to be a chwinga trying to catch a ride with the group.
- 3 In the curve of a path, suddenly there stands a chwinga with their tilted head, watching the group.
- 4 After becoming terribly lost, the chwinga appears and guides the group back to the path.
- 5 A cruel stall owner loudly offers up a cowering chwinga in a cage for sale in the market, even offering to make spell components out of it.
- 6 The party isn't sure when it happened, but they realize a chwinga has been walking with the group this whole time.



CHWINGAS BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	31 (9d6)	<p>Ability Score Improvement. The chwinga's Wisdom score increases by 2. This raises the Wisdom modifier and saving throw, spell save DC, Perception bonus, and passive Perception by 1.</p> <p>Chwinger the Better. The chwinga size increases to Small to better fit in with the group.</p>
9th	35 (10d6)	<p>Proficiency Bonus. The chwinga's proficiency bonus increases by 1. This raises the saving throws, Acrobatics and Stealth skill bonuses, spell save DC, and attack bonuses by 1. In addition, the Perception bonus and passive Perception increase by 2.</p> <p>Shifting Shelters. Using their full movement, the chwinga can teleport instantly to another of their shelters within range.</p>
10th	38 (11d6)	<p>Berry Cured. The chwinga can expend 8 of their Healing Touch pool of hit points to produce a small sour berry that neutralizes poison or cures one disease for a single person.</p> <p>Elemental Nature. As a reaction to an attack on an ally, the chwinga can negate one of the following types of damage if the ally is within 60 feet: fire, cold, lightning, or thunder. If they do so, this feature can't be used again until the chwinga finishes a long rest.</p>
11th	42 (12d6)	<p>Moving Nature. The chwinga is able to cast the <i>transport via plants</i> spell once per day. If they do so, they can't use this feature again until they finish a long rest.</p> <p>Touchy Healy. The pool total for the chwinga's Healing Touch feature increases to 25.</p>



GRUNG

1st-level Small humanoid (grung)

Armor Class 12

Hit Points 11 (2d6 + 4)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	15 (+2)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Dex +4, Con +4

Skills Athletics +2, Perception +2, Stealth +4, Survival +2

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 12

Languages Common, Grung

Amphibious. The grung can breathe air and water.

Poisonous Skin. Any creature that grapples the grung or otherwise comes into direct contact with the grung's skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Standing Leap. The grung's long jump is up to 25 feet and their high jump is up to 15 feet, with or without a running start.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

Aggressive frog-like humanoids, grungs are fiercely territorial of the rainforests and jungles they live in. They also see themselves as superior to most creatures and so rarely interact with other humanoids voluntarily. All this makes the small gray-skin grung you run into even stranger than normal, as they seem perfectly happy to interact with you on behalf of the tribe.

As an adolescent, they have not yet gained the skin coloring that will determine their role within the tribe but are eager to prove their usefulness. They also seem strangely curious about the ways of the group, even going so far as to ask questions about the customs and practices of each race represented. This seems to cause some in their tribe to mock them for trying to understand lesser cultures.





GRUNGS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	16 (3d6 + 6)	<p>No Waste. During a day of downtime, the grung can harvest bone, hide, and body parts from slain creatures to fashion one of the following rudimentary items: a shield, a club, a javelin, arrows, or a small dagger.</p> <p>Pack Tactics. The grung has advantage on attack rolls against a creature if at least one of their allies is within 5 feet of the creature and the ally isn't incapacitated.</p>
3rd	22 (4d6 + 8)	<p>Camouflage. The grung has advantage on Dexterity (Stealth) checks they make in any terrain with dense foliage or half or three-quarters cover.</p> <p>Just Keep Swimming. The grung gains a swimming speed equal to their base speed.</p>
4th	27 (5d6 + 10)	<p>Ability Score Improvement. The grung's Wisdom score increases by 2. This raises the Wisdom modifier, Perception and Survival skill bonuses, and passive Perception by 1.</p> <p>Sharing Is Caring. The grung can spend 2 hours to coat one blade or 3 arrows with the poison on their skin. This gives the weapon the same properties of the grung's Poisonous Skin feature for the next 24 hours.</p>
5th	33 (6d6 + 12)	<p>Favored Enemy. The grung has advantage on Wisdom (Survival) checks to track their favored enemy, as well as Intelligence checks to recall information about them. They also learn one language of their choice that is spoken by their favored enemies if they speak one. They can choose a favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, undead, or two humanoid races.</p> <p>Proficiency Bonus. The grung's proficiency bonus increases by 1. This raises the saving throw; Perception, Stealth, and Survival bonuses; passive Perception DC of the Poisonous Skin feature and dagger poison damage; and attack bonus by 1. In addition, the Athletics bonus is raised by 2.</p>
6th	38 (7d6 + 14)	<p>Heightened Awareness. The grung can hyperfocus on their senses for 1 minute, making them able to detect whether the following types of creatures are present within 1 mile of them: aberrations, celestials, dragons, elementals, fey, fiends, and undead. If they do so, they can't use this feature again until they finish a long rest.</p> <p>True Color. The influence of the group up to this point determines what color the grung becomes, as determined by the DM. They gain one benefit from their new skin color based on the list below:</p> <ul style="list-style-type: none"> • Gold. The grung's innate spellcasting ability is Wisdom (spell save DC 12). They can innately cast the <i>command</i> spell, requiring no material components. • Orange. When they engage in two-weapon fighting, the grung can add their ability modifier to the damage of the second attack. • Red. The grung's spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The grung has any two of the following spells prepared: <i>acid splash</i>, <i>fire bolt</i>, <i>frostbite</i>, <i>lightning lure</i>, <i>poison spray</i>, or <i>shocking grasp</i>. • Purple. The grung gains proficiency in either Insight or Persuasion. • Blue. The grung gains proficiency in either Performance or Sleight of Hand. • Green. The grung gains proficiency in either Athletics or Survival.



GRUNG

7th-level Small humanoid (grung)

Armor Class 12

Hit Points 46 (8d6 + 16)

Speed 35 ft., climb 35 ft., swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	15 (+2)	10 (+0)	13 (+1)	10 (+0)

Saving Throws Dex +5, Con +5

Skills Athletics +4, Perception +4, Stealth +5, Survival +4

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 14

Languages Common, Grung

Amphibious. The grung can breathe air and water.

Camouflage. The grung has advantage on Dexterity (Stealth) checks they make in any terrain with dense foliage or with half or three-quarters cover.

Favored Enemy. The grung has advantage on Wisdom (Survival) checks to track beasts, as well as Intelligence checks to recall information about them.

Heightened Awareness. The grung can hyperfocus on their senses for 1 minute, making them able to detect whether the following types of creatures are present within 1 mile of them: aberrations, celestials, dragons, elementals, fey, fiends, and undead. If they do so, they can't use this feature again until they finish a long rest.

No Waste. During a day of downtime, the grung can harvest bone, hide, and body parts from slain creatures to fashion one of the following rudimentary items: a shield, a club, a javelin, arrows, or a small dagger.

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

Poisonous Skin. Any creature that grapples the grung or otherwise comes into direct contact with the grung's skin must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Sharing Is Caring. The grung can spend 2 hours to coat one blade or 3 arrows with the poison on their skin. This gives the weapon the same properties of the grung's Poisonous Skin feature for the next 24 hours.

Standing Leap. The grung's long jump is up to 25 feet and their high jump is up to 15 feet, with or without a running start.

True Color. When they engage in two-weapon fighting, the grung can add their ability modifier to the damage of the second attack.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or take 5 (2d4) poison damage.

Reactions

Skirmisher. As a reaction, the grung can move up to half their speed when an enemy ends its turn within 5 feet of them. This movement doesn't provoke opportunity attacks.



GRUNGS BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	53 (9d6 + 18)	<p>Extra Attack. The grung can attack twice instead of once whenever they take the Attack action on their turn.</p> <p>Ability Score Improvement. The grung's Wisdom score increases by 2. This raises the Wisdom modifier, Perception and Survival skill bonuses, and passive Perception by 1.</p>
9th	59 (10d6 + 20)	<p>Weak Link. The grung has advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit they score against a creature that is surprised is a critical hit.</p> <p>Proficiency Bonus. The grung's proficiency bonus increases by 1. This raises the saving throw; Perception, Stealth, and Survival bonuses; passive Perception DC of the Poisonous Skin feature and dagger poison damage; and attack bonus by 1. In addition, the Athletics bonus is raised by 2.</p>
10th	63 (11d6 + 22)	<p>Battle Toads. As a bonus action, the grung can attempt to grapple a creature to latch onto it. If the target fails the Constitution saving throw against their Poisonous Skin feature, for every round they are poisoned the grung gains 1d4 temporary hit points till the end of the encounter.</p> <p>Limber. If the grung hits with a melee attack against a creature, the creature can't make opportunity attacks against the grung for the rest of its turn as the grung dances circles around it.</p>
11th	69 (12d6 + 24)	<p>Peace in Nature. When in nature, the grung only needs to meditate for 4 hours to finish a long rest. During this meditation, if uninterrupted, the grung regains the maximum number of hit points for any Hit Dice they spend.</p> <p>Chirr of the Grung. The grung makes a chirring noise that allies and other grung are immune to. Each other humanoid or beast that is within 15 feet of the grung and able to hear them must succeed on a DC 12 Wisdom saving throw or be stunned until the end of the grung's next turn. The grung can use this feature twice, regaining expended uses after they finish a long rest.</p>

PERSONALITY TRAITS

d8 Personality

- Jumpy.** Loud noises startle the grung, and they always seem ready to leap into fight or flight.
- Quiet.** Taking advantage of their size, they seem to disappear and blend in, almost appearing out of nowhere when the group needs them.
- Inquisitive.** They want to know everything about each race and culture they encounter.
- Mimic.** Every time they meet someone new, they mirror their mannerisms and voice as if trying them on for size.
- Sticky.** If left unsupervised for long, the group finds that the grung has picked up various small trinkets that don't belong to them.
- Nervous.** Civilization makes the grung nervous and twitchy, going to great lengths to avoid staying in it for long.
- Intrusive.** The grung goes digging through things that aren't theirs to see what is there and what they can learn.
- Fibber.** Loving to tell tall tales, the party is never quite sure if what they are saying is entirely truthful.

MEETING THE GRUNG

d6 Adventure Seeds

- The group is caught in a grung trap by the local tribe where the gray grung convinces the tribe it would be best to let them go.
- A running wild boar comes barreling out of the brush at the group with the gray grung holding on for dear life.
- While in the marketplace, a large commotion involving a gray grung arguing with a food vendor draws the group's attention.
- The gray grung is hanging upside down in the jungle in someone else's trap and asks for help.
- During downtime at a tavern, the gray grung sits down at the party's table inviting themselves into the conversation.
- Waking up in the morning at their camp, the party finds a gray grung staring at them curiously, just a little too close for comfort.



NATHAIRA NIMHE

1st-level Medium humanoid (yuan-ti pureblood)

Armor Class 16 (hide armor, shield)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	12 (+1)	16 (+3)	15 (+2)

Saving Throws Int +3, Wis +5

Skills Animal Handling +5, Nature +3, Perception +5, Survival +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Primordial, Sylvan

Innate Spellcasting. Nathaira's innate spellcasting ability is Charisma (spell save DC 12). Nathaira can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)

3/day each: *poison spray*, *suggestion*

Magic Resistance. Nathaira has advantage on saving throws against spells and other magical effects.

Spellcasting. Nathaira is a 1st-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *shillelagh*

1st level (2 slots): *cure wounds*

Actions

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

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Nathaira Nimhe is an exiled yuan-ti pureblood. She sought to escape the depravity and tyranny of her people with her twin sister, but they were caught and her sister was slain. She broke free and fled alone and injured into the dark jungle, pursued by horrors unleashed by the yuan-ti. She was rescued by a druidic hermit who veiled her form from those who hunted her. He mended her wounds and gave her a home and a purpose. When the death curse struck the world, the hermit began to wither from its malignant effect. And so Nathaira set out to find a cure, to save the person who had saved her.

INTRODUCING NATHAIRA

Nathaira Nimhe can be introduced in almost any part of the adventure, from Port Nyanzaru to the deep jungle. She is investigating the hordes of undead plaguing the land and the death curse, which has inflicted her druidic mentor. Her mentor is a retired adventurer from the Moonsea region who came to Chult to study and protect its ancient flora and fauna from the relentless expansion of civilization. Her teacher reveres the dinosaurs of Chult, an aspect Nathaira has inherited. By studying creatures of such ancient mien and survival skill, her mentor believes it will reveal secrets of the natural world.

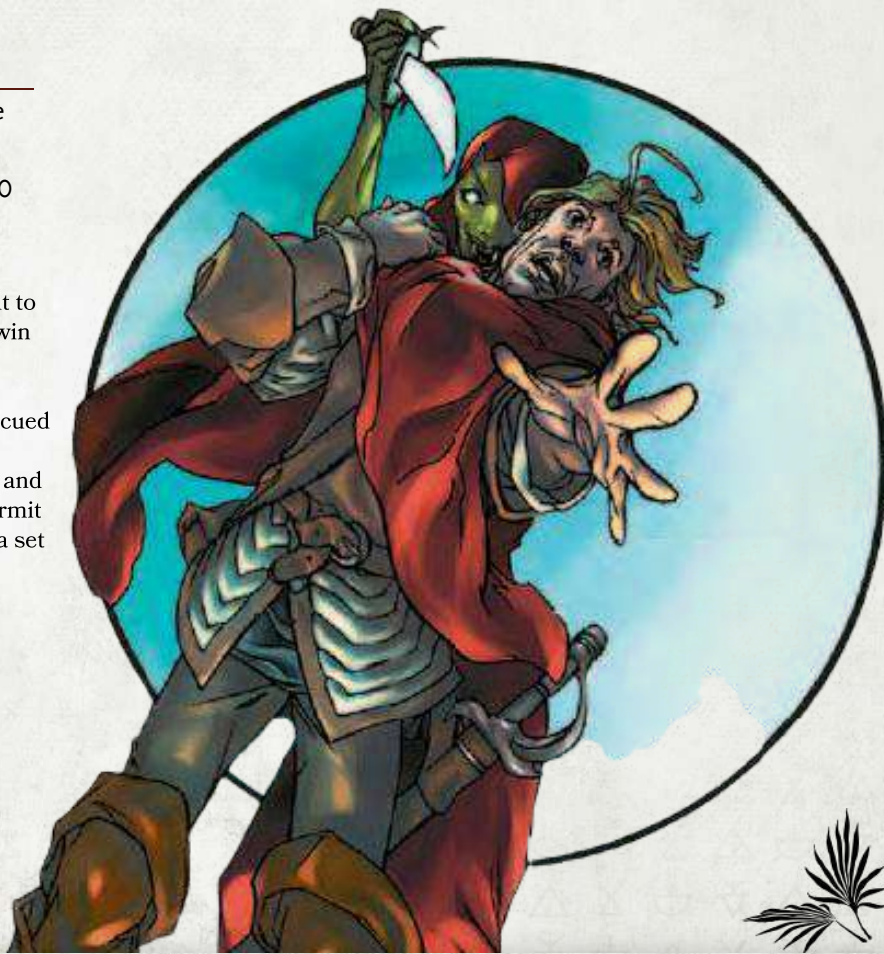
Outside of the events of *Tomb of Annihilation*, Nathaira can be met and befriended around the Moonsea or Sword Coast, visiting members of her mentor's retired adventuring party.

NATHAIRA AS A SIDEKICK

Nathaira is demure and quiet, offering her wisdom only when directly asked or if there is a dire need. She seeks social interaction but lacks confidence and experience as she has known only the cruelty of the yuan-ti and the isolation as a novice of a recluse druid.

She carries an intense hatred for the yuan-ti, which can make her reckless but not stupid. Nathaira is slow to trust others, but once she does, she is a true friend, willing to assist them in whatever way she can.

However, she desperately seeks a way to restore her mentor and her goals remain wholly focused on this endeavor. If successful, she will be free to join the group as a long-time companion or remain in Chult, tending to the jungle and its dinosaurs.



NATHAIRA NIMHE BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8 + 6)	<p>Jungle Native. When she makes an Intelligence or Wisdom check related to jungle terrain, her proficiency bonus is doubled if she is using a skill that she is proficient in. While traveling for an hour or more in jungle terrain, she gains the following benefits:</p> <ul style="list-style-type: none"> • Difficult terrain doesn't slow her group's travel. • Her group can't become lost except by magical means. • Even when she is engaged in another activity while traveling (such as foraging, navigating, or tracking), she remains alert to danger. • When she forages, she finds twice as much food as she normally would. <p>Spellcasting. Nathaira learns another 1st-level spell: <i>entangle</i>.</p>
3rd	26 (4d8 + 8)	<p>Dinosaur Shape (2/Day). Nathaira magically polymorphs into a Medium dinosaur with a challenge rating of 1 or less, and can stay in a dinosaur shape for a number of hours equal to half her level (rounded down). She can use this feature twice, regaining expended uses after she finishes a long rest. Nathaira can choose whether her equipment falls to the ground, melds with her new form, or is worn by her new form. Nathaira reverts to her true form if she dies or falls unconscious. Nathaira can revert to her true form using a bonus action on her turn. She cannot cast spells with verbal or semantic components while in her new form.</p> <p>While in a new form, Nathaira retains her game statistics and ability to speak, but her AC, movement modes, Strength, and Dexterity are replaced by those of her new form, and she gains any special senses, proficiencies, traits, actions, and reactions (except class features, legendary actions, and lair actions) that the new form has but that she lacks.</p> <p>Spellcasting. Nathaira gains one 1st-level spell slot. Nathaira also learns another 1st-level spell: <i>healing word</i>.</p>
4th	32 (5d8 + 10)	<p>Ability Score Improvement. Nathaira's Wisdom score increases by 2. This raises the Wisdom modifier and saving throw bonuses; the Animal Handling, Perception, and Survival bonuses; and passive Perception by 1.</p> <p>Spellcasting. Nathaira learns another cantrip: <i>guidance</i>.</p>
5th	39 (6d8 + 12)	<p>Proficiency Bonus. Nathaira's proficiency bonus increases by 1. This raises the saving throws, skill bonuses, and weapon attack bonuses by 1.</p> <p>Spellcasting. Nathaira gains one 1st-level spell and two 2nd-level spell slots. Nathaira learns one 2nd-level spell: <i>locate animals or plants</i>.</p>
6th	45 (7d8 + 14)	<p>Spellcasting. Nathaira learns another 2nd-level spell: <i>pass without trace</i>.</p>





NATHAIRA NIMHE

7th-level Medium humanoid (yuan-ti pureblood)

Armor Class 16 (hide armor, shield)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	12 (+1)	18 (+4)	15 (+2)

Saving Throws Int +4, Wis +7
Skills Animal Handling +7, Nature +4, Perception +7, Survival +7

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal, Common, Primordial, Sylvan

Dinosaur Shape (2/Day). Nathaira magically polymorphs into a Medium dinosaur with a challenge rating of 1 or less, and can remain in this form for up to 3 hours. Nathaira can choose whether her equipment falls to the ground, melds with her new form, or is worn by her new form. Nathaira reverts to her true form if she dies or falls unconscious. Nathaira can revert to her true form using a bonus action on her turn. She cannot cast spells with verbal or semantic components while in her new form.

While in a new form, Nathaira retains her game statistics and ability to speak, but her AC, movement modes, Strength, and Dexterity are replaced by those of her new form, and she gains any special senses, proficiencies, traits, actions, and reactions (except class features, legendary actions, and lair actions) that the new form has but that she lacks.

Innate Spellcasting. Nathaira's innate spellcasting ability is Charisma (spell save DC 12). Nathaira can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)

3/day each: *poison spray*, *suggestion*

Jungle Native. When Nathaira makes an Intelligence or Wisdom check related to jungle terrain, her proficiency bonus is doubled if she is using a skill that she is proficient in. While traveling for an hour or more in jungle terrain, she gains the following benefits:

- Difficult terrain doesn't slow her group's travel.
- Her group can't become lost except by magical means.
- Even when she is engaged in another activity while traveling (such as foraging, navigating, or tracking), she remains alert to danger.
- When she forages, she finds twice as much food as she normally would.

Magic Resistance. Nathaira has advantage on saving throws against spells and other magical effects.

Spellcasting. Nathaira is a 7th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). She has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *guidance*, *shillelagh*

1st level (4 slots): *cure wounds*, *entangle*, *faerie fire*, *healing word*

2nd level (3 slots): *locate animals and plants*, *pass without trace*

Actions

Club. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) bludgeoning damage.

Sling. Ranged Weapon Attack: +5 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.



NATHAIRA NIMHE BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	58 (9d8 + 18)	<p>Friend of the Ancient Reptiles. Nathaira can cast <i>animal friendship</i> and <i>speak with animals</i> an unlimited number of times with this feature, but she can only target dinosaurs with it.</p> <p>Spellcasting. Nathaira gains two 3rd-level spell slots. Nathaira learns one 3rd-level spell: <i>conjure animals</i>.</p>
9th	65 (10d8 + 20)	<p>Proficiency Bonus. Nathaira's proficiency bonus increases by 1. This raises the saving throws, skill bonuses, and weapon attack bonuses by 1.</p> <p>Spellcasting. Nathaira learns another 3rd-level spell: <i>speak with plants</i>.</p>
10th	71 (11d8 + 22)	<p>Great Dinosaur Shape. Nathaira can change into a Large dinosaur with a challenge rating of 2 or less. In addition, her form's attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks. Additionally, she can cast spells with verbal or semantic components while in her new form.</p> <p>Spellcasting. Nathaira gains another 3rd-level spell slot.</p>
11th	78 (12d8 + 24)	<p>Call the Pack. Nathaira can expend one of her Dinosaur Shapes uses to summon three dinosaurs of CR 2 or lower as if she had cast the <i>conjure animals</i> spell.</p> <p>Spellcasting. Nathaira gains one 4th-level spell slot. Nathaira learns one 4th-level spell: <i>charm monster</i>.</p>



OGUNAMA

1st-level Medium humanoid (dwarf)

Armor Class 13 (hide armor)
Hit Points 15 (2d8 + 6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	17 (+3)	12 (+1)	14 (+2)	11 (+0)

Saving Throws Str +3, Dex +3
Skills Perception +4, Stealth +3, Survival +4
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 14
Languages Common, Dwarvish

Dwarven Resilience. Ogunama has advantage on saving throws against poison.

Innate Spellcasting. Ogunama's innate spellcasting ability is Wisdom. He can innately cast the following spells, requiring no material components:

1/day each: *jump*, *pass without trace*

Actions

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Ogunama is a member of a clan of albino dwarves who have taken to life in the jungles of Chult after being driven from their ancestral home by volcanic activity. While Ogunama's clan has had no access to a forge or materials for several generations, their knowledge of metalworking has been passed down meticulously for generations, and Ogunama longs for a day when we can apply his knowledge.

He wears a necklace made with dinosaur teeth interspersed with small nutshells and shiny dinosaur hide armor that he has fashioned to look like plate armor as much as possible. He carries a spear tipped with iron—a cherished and rare relic passed down through his family for generations.

He has a fascination with anything metal, especially finely crafted weapons, and asks to hold and inspect them during any downtime once the adventurers have won his trust.

OGUNAMA BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	22 (3d8 + 9)	Natural Recovery. Ogunama's deep knowledge of the jungle has taught him which locations bring the most restorative rest and which plants aid in healing and recovery. Once per day, during a short rest, he can scout for healing herbs. An ally who receives Ogunama's poultice regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points or it recovers a spell slot equal to Ogunama's level or lower at the end of that rest. Ogunama can confer this benefit on himself as well.
3rd	30 (4d8 + 12)	Innate Spellcasting. Ogunama learns the <i>fog cloud</i> spell and can cast it once per day.
4th	37 (5d8 + 15)	Ability Score Improvement. Ogunama's Strength increases by 2. This raises the Strength modifier and saving throw and spear attack and damage bonuses by 1.
5th	45 (6d8 + 18)	Innate Spellcasting. Ogunama learns the <i>silence</i> spell and can cast it once per day. Proficiency Bonus. Ogunama's proficiency bonus increases by 1. This raises the saving throw and skills bonuses, passive Perception, and weapon attack bonus by 1.
6th	52 (7d8 + 21)	Honing on Main. Combining his traditional knowledge of metalworking with time spent inspecting the party's weapons, during a long rest, Ogunama can sharpen and hone one blade, granting it an extra 1d4 damage per hit for the next three days, after which time the blade can be honed again.



OGUNAMA

7th-level Medium humanoid (dwarf)

Armor Class 13 (hide armor)
Hit Points 60 (8d8 + 24)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	17 (+3)	12 (+1)	14 (+2)	11 (+0)

Saving Throws Str +5, Dex +4
Skills Perception +5, Stealth +4, Survival +5
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 15
Languages Common, Dwarvish

Dwarven Resilience. Ogunama has advantage on saving throws against poison.

Honing on Main. Combining his traditional knowledge of metalworking with time spent inspecting the party's weapons, during a long rest, Ogunama can sharpen and hone one blade, granting it an extra 1d4 damage per hit for the next three days, after which time the blade can be honed again.

OGUNAMA BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	67 (9d8 + 27)	Ability Score Improvement. Ogunama's Wisdom score increases by 2. This raises the Wisdom modifier, Perception and Survival skill bonuses, and passive Perception by 1.
9th	75 (10d8 + 30)	I Found You This. Ogunama has become adept at recognizing finely made weapons and armor and leads party members to any within 30 feet that aren't magically hidden. Proficiency Bonus. Ogunama's proficiency bonus increases by 1. This raises the saving throw and skills bonuses, passive Perception, and weapon attack bonus by 1.
10th	82 (11d8 + 33)	Innate Spellcasting. Ogunama learns the <i>tree stride</i> spell and can cast it once per day.
11th	90 (12d8 + 36)	Sharper Skills. With practice, Ogunama's Honing on Main feature increases to two blades sharpened and honed during a long rest for 1d4 extra damage, or one blade sharpened and honed for an extra 1d6 damage. Either way, the effect lasts 3 days.

Innate Spellcasting. Ogunama's innate spellcasting ability is Wisdom. He can innately cast the following spells, requiring no material components:

1/day each: *divination*, *fog cloud*, *jump*, *pass without trace*, *silence*

Natural Recovery. Ogunama's deep knowledge of the jungle has taught him which locations bring the most restorative rest and which plants aid in healing and recovery.

Once per day, during a short rest, he can scout for healing herbs. Any ally who receives Ogunama's poultice regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points or it recovers a spell slot equal to Ogunama's level or lower at the end of that rest. Ogunama can confer this benefit on himself as well.

Actions

Spear. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.



REESHEE

1st-level Medium humanoid (aarakocra)

Armor Class 12

Hit Points 13 (2d8 + 4)

Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	11 (+0)	12 (+1)	13 (+1)

Saving Throws Str +2, Con +4

Skills Perception +5

Senses passive Perception 15

Languages Aarakocra, Auran, Common

Dive Attack. If ReeShee is flying and dives at least 30 feet straight toward a target and then hits it with a talon attack, the attack deals an extra 3 (1d6) damage to the target.

Actions

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

Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Talon. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

A proud aarakocra who wants to serve and represent her people well, ReeShee originally dreamed of training as a spy and bringing valuable information to the aerie from the outside world. Unfortunately, her bright parrot plumage and habitual repetition of interesting words and phrases in Common made her ill-suited for the work. She did try for a while, frequenting the outskirts of the cities and camps and picking up interesting bits of information along the way, but she was nearly always spotted and often even ended up making friends with her targets (at least those she didn't pepper with arrows).

Fortunately, her fighting skills were better, and she ended up training for the path of a warrior and now finds herself patrolling the jungles of Chult to turn away any intruders from the flock's territory by any means necessary—whether that means a well-placed arrow or just talking their ear off until they finally get annoyed and leave. She fletches her arrow with her own bright feather so there is no mistaking when one has been shot by her “eagle” eye.

MEETING REESHEE

d6 Adventure Seeds

- 1 If there is a bard in your party, ReeShee wants to learn every single story and song that they know!
- 2 While camping in the jungle, party members start to hear the voices of their friends repeating phrases they said earlier in the day.... But why is the sound coming from the top of a nearby tree instead of across the fire where their friends are sitting?
- 3 ReeShee swoops in to aid the party in combat against pterafolk or gargoyles.
- 4 ReeShee spots the party while she is on patrol around the Kir Sabal aerie and approaches to either fight them off (if they appear hostile to her) or talk them off.
- 5 If the party travels to Kir Sabal, ReeShee sees them approach or attempt the climb and aids them and introduces them to Asharra if they convince her of their good intentions.
- 6 The party finds ReeShee injured, having failed an attempt to ward off enemies of the aerie while on patrol. If they offer her healing, she owes them a great debt.



REESHEE BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8 + 6)	Action Surge. On her turn, ReeShee can take one additional action. If she does so, she can't use this feature again until she finishes a short or long rest.
3rd	26 (4d8 + 8)	Second Wind. On her turn, ReeShee can use her bonus action to regain hit points equal to 1d10 + her sidekick level. This feature can be used once per short or long rest.
4th	37 (5d8 + 15)	Ability Score Improvement. ReeShee's Constitution score increases by 2. This increases the Constitution modifier and saving throw by 1.
5th	45 (6d8 + 18)	Extra Attack. ReeShee can attack twice, instead of once, whenever she takes the Attack action on her turn. Proficiency Bonus. ReeShee's proficiency bonus increases by 1. This raises the saving throws and attack bonuses by 1 and the skill bonus and passive Perception by 2.
6th	52 (7d8 + 21)	Bird Bard. ReeShee has picked up many new phrases and songs. Her versatile parrot voice has more power than she ever realized. As a bonus action, ReeShee can give one chosen creature (other than her) a d6 inspiration die. If she does so, she can't use this feature again until she finishes a long rest. The chosen creature must be within 60 feet of ReeShee and able to hear her. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can use the inspiration die after the roll is made but before the DM says whether it succeeds or fails. Once the inspiration die is rolled, it is lost. A creature can have only one inspiration die at a time. Spellcasting. ReeShee's spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). ReeShee learns the <i>vicious mockery</i> cantrip.



REESHEE

7th-level Medium humanoid (arakocra)

Armor Class 12

Hit Points 60 (8d8 + 24)

Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	17 (+3)	11 (+0)	12 (+1)	13 (+1)

Saving Throws Str +3, Con +6

Skills Perception +7

Senses passive Perception 17

Languages Aarakocra, Auran, Common

Action Surge (Recharges after a Short or Long Rest). On her turn, ReeShee can take one additional action.

Archer. ReeShee gains a +2 bonus to attack rolls made with ranged weapons (included in the attack).

Bird Bard. As a bonus action, ReeShee can give one chosen creature (other than her) a d6 inspiration die. If she does so, she can't use this feature again until she finishes a long rest. The chosen creature must be within 60 feet of ReeShee and able to hear her.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can use the inspiration die after the roll is made but before the DM says whether it succeeds or fails. Once the inspiration die is rolled, it is lost. A creature can have only one inspiration die at a time.

Dive Attack. If ReeShee is flying and dives at least 30 feet straight toward a target and then hits it with a talon attack, the attack deals an extra 3 (1d6) damage to the target.

Second Wind (Recharges After a Short or Long Rest. On her turn, ReeShee can use her bonus action to regain hit points equal to 1d10 + 7.

Spellcasting. ReeShee is a 1st-level spellcaster. Her spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). ReeShee has following bard spells prepared:

Cantrips (at will): *vicious mockery*

Actions

Extra Attack. ReeShee can attack twice, instead of once, whenever she takes the Attack action on her turn.

Longbow. Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Dagger. Melee or Ranged Weapon Attack: +5 to hit or +7 to hit if thrown, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Talon. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

REESHEE BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	67 (9d8 + 27)	Ability Score Improvement. ReeShee's Charisma score increases by 2. This increases her Charisma modifier, spell save DC, and bonus to hit of spell attacks by 1.
9th	75 (10d8 + 30)	Remarkable Athlete. ReeShee can add half her proficiency bonus to any Strength, Dexterity, or Constitution check that doesn't already use her proficiency bonus. Proficiency Bonus. ReeShee's proficiency bonus increases by 1. This raises the saving throws and attack bonuses by 1 and the skill bonus and passive Perception by 2.
10th	82 (11d8 + 33)	Lulla-Bird. As ReeShee learns more and more Common, she gains the ability to soothe her companions. She sings or chirps a soothing song to help revitalize her allies during a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. ReeShee can confer this benefit on herself as well. Spellcasting. ReeShee learns the <i>message</i> cantrip.
11th	90 (12d8 + 36)	Indomitable. ReeShee can reroll a failed saving throw. If she does so she must use the new roll and she cannot use this feature again until she completes a long rest.

