

FEY SQUIRREL

Fey squirrels are guardians and protectors of the forest. Often surely—and, if you'll pardon the expression—*squirrely*, fey squirrels enjoy good conversation, reading, and storing acorns in the hollows of trees.

Sadly, there aren't as many fey squirrels as there once were as the great enchanted forests of Omeria have started to lose their connection to the other. As magic slowly dies, all of the fey creatures fade along with it. In time, the only squirrels in Omeria will be mundane, non-talking squirrels.

Jelbi, the ally of Wilgrim and Aruxius, is a talking squirrel from the Wallingmiotta Forest.

FEY SQUIRREL

Tiny fey, chaotic neutral

Armor Class 12
Hit Points 7 (3d4)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-3)	16 (+3)	10 (+0)	13 (+1)	15 (+2)	18 (+4)

Saving Throws Int +3
Skills Perception +4, Stealth +5
Damage Resistance psychic
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 14
Languages Common, Sylvan
Challenge 0 (10 XP)

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

Innate Spellcasting. The squirrel's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no spell components.

At will: *comprehend languages*, *detect magic*, *detect thoughts*, *dimension door*, *see invisibility*
1/day each: *antilife shell*, *clairvoyance*, *dispel evil* and *good*

Actions

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Reactions

Vanish. If the squirrel is targeted by an attack or spell, it can teleport to a spot within 500 feet of it. It can be a place the squirrel can see, one it can visualize, or one it can described by stating distance and direction. It can bring along objects as long as their weight doesn't exceed what it can carry.

TOMB GUARDIAN

Knights whose bodies were dedicated to a specific task in life and followed that task without fail can be raised as special purpose animated skeletons known as tomb guardians. Just as they did in life, tomb guardians stand vigilant in the face of danger.

A common mistake tomb robbers make when pitted against a tomb guardian is that because they stiffer and slower than other undead they must not pose a true threat. Of course, many of those tomb raiders are now dead, slain by these skeletal knights. Tomb guardians attack with the same purpose and craft they possessed in life; the only difference is that they lack flesh. The mortal coil can no longer keep them back.

The elven kings of Imfe Aiqua keep tomb guardians within the Tomb of Nihalar. Their purpose is to seek out and destroy any creature "unworthy" to enter the forbidden tomb.

Undead Nature. The tomb guardian does not require air, food, drink, or sleep.

TOMB GUARDIAN

Medium undead, lawful evil

Armor Class 18 (chain mail, shield)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	15 (+2)	7 (-2)	10 (+0)	7 (-2)

Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages it knew in life but cannot speak
Challenge 1 (200 XP)

Turn Resistance. The tomb guardian has advantage on saving throws against being turned.

Actions

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Reactions

Parry. The tomb guardian adds 2 to its AC against one melee attack that would hit it. To do so, the tomb guardian must see the attacker and be wielding a melee weapon.