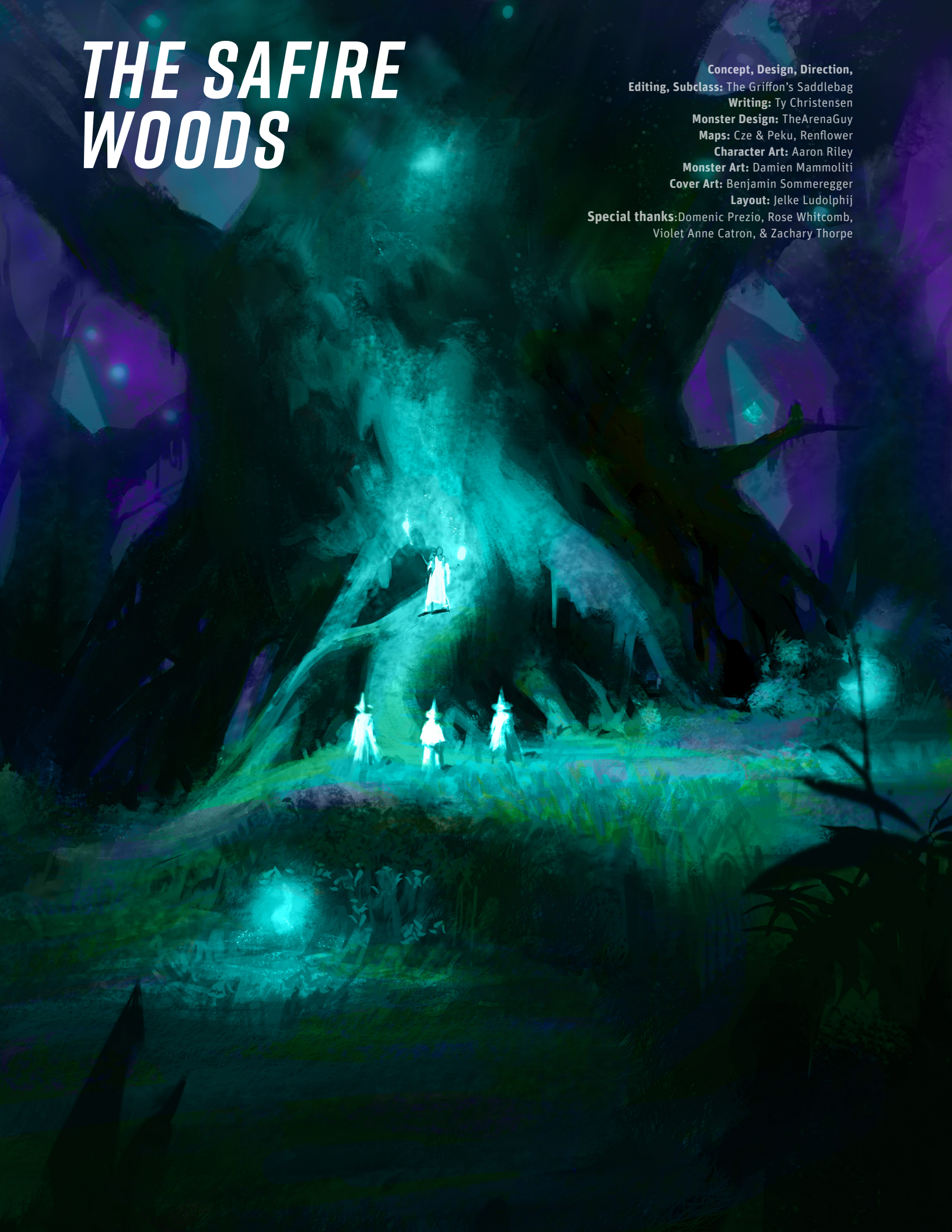


THE SAFIRE WOODS

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THE SAFIRE WOOD

The Safire Wood is home to magical flora that are as deadly as they are fascinating. Hags reign supreme in this forest on the plane of the fey, and lure in gullible travelers with ever sweet words and tricks. The wood contains two distinct regions: the Amaranthine Wilds and the Gilded Glade, with the notoriously deadly Wilds encircling the Glade in a seemingly protective ring. Here, fey and plant creatures dwell in constant opposition, competing for precious resources. In ages long past, the area was more heavily settled by gnomes, elves, and other fey. However, time has eroded and retaken such dwellings, leaving only overgrown ruins behind. Alchemists, witches, and herbalists are particularly well-suited for and intrigued by the wood due to the host of potent plants and herbs that can be gathered there, but never domesticated. At the center of the wood, wizards and hags vie for dominance and the future of their homes.

WHERE IS THE SAFIRE WOOD?

This document assumes that the Safire Wood is a part of the realm of the fey. At your discretion, the region might instead be located on the Material Plane, or any other location that works for your campaign. If you do, simply invert the destinations of the planar portals and gateways.

THE AMARANTHINE WILDS

The Amaranthine Wilds is a vast stretch of forest that surrounds the Safire Wood's innermost core. Here, the plant life is highly poisonous, ferociously persistent, and comes in all shades of indigo, lavender, and periwinkle. The area is perpetually cloaked in a mist that gently ebbs and flows regardless of wind patterns. Spirits and **will-o'-wisps** float overhead, murmuring on the edge of perception. Dozens of different mosses and lichen creep up trunks, sprinkle shrubberies, and drape across boughs. It's uncommonly chilly for a deciduous forest, and very humid. Combined, these elements evoke a powerful sense of otherness—that all travelers are unwelcome outsiders.

Like an entirely different world, damp swirling fog moves in eddies around magenta-toned leaves, deep indigo flowers, and lichen that seems carved from amethyst. Softly-glowing lights dance a ways off, and a child's laughter briefly hovers on the breeze. The forest's greeting is completely alien, seemingly timeless—unwelcoming. Nature's warning signs scream that only death and danger await within.

Besides standard forest creatures, this area is primarily inhabited by **jackalopes** (see Safire Stat Blocks), **mimics**, **spider-newts** (see Safire Wood Stat Blocks), and will-o'-wisps. Uniquely devious flora hide in plain sight in the Wilds, especially **dryads**, **faeflame willows** (see Safire

Wood Stat Blocks), and amaranthine **nox flowers** (see Safire Wood Stat Blocks). Flora and fauna collaborate to make ends meet—misleading adventurers off their path and into harm's way. Hidden in these foreboding woods are countless shrouded secrets: small villages, witches' huts, ruined cities, crumbling towers, and rare or magical herbs.

THE GILDED GLADE

Deep within the wilds, at their very heart, lies the Gilded Glade. This swath of woodland quickly transitions from the Wilds, revealing a mist-free forest in more typical greens and earth tones. Flowers of rich colors peek out from the underbrush in beams of sunlight and cover open meadows like natural confetti. Arriving in the glade feels like stepping into a painting—bright, cheerful, and picturesque—but is nevertheless as lethal as the Amaranthine Wilds that surround it. Here, virtually everything competes for dominance and natural selection with potent poisons and camouflage. Only such potent survival mechanisms allow the Glade to ward off the advance of the Amaranthine Wilds' invasive fauna.

*Mist fades and violet plants transition to more typical green foliage.
Like art in motion, the very concept of a beautiful forest seems to manifest.
And yet... something about this place is deeply, terrifyingly wrong.
The air is ever so slightly acrid, metallic.
It's too quiet. Too vibrant.
Too perfect.
In this lucific glade, nothing is as it seems. Death lingers within the symmetrical leaf, the gentle puff of pollen, and the sap-dripping thorn alike. Beauty and deadlines coexist in horrific harmony, while the daylight shines happily, completely ignorant of the danger it fuels.*

At the very center of the glade lies a singular, massive tree. This sentient yet slumbering titan, named the Midas Tree, is the hub for an expansive network of roots that encompass the entire glade. The vast majority of the **treants** within the Glade are young, genetic clones of the ancient tree, presenting a unified front against the amaranthine onslaught by leeching vast quantities of poison into the soil at the boundary between the two regions. **Nox flowers** (see Safire Wood Stat Blocks), **deathcaps** (see Safire Wood Stat Blocks), **Safire treants** (see Safire Wood Stat Blocks), **twiglings** (see Safire Wood Stat Blocks), and other plant creatures like **animated shrubs** and **shambling mounds** call this vicious territory home. Yet every plant, animal, and creature in this glade lives and dies in the shadow of the behemoth, entirely dependent on its continued hibernation for their continued survival.

For all its dangers, some brave individuals make their home here to deter visitors, ensure privacy, or some other reason. This includes various mages evading scrutiny, the cottage of the **hedge mage** (see Safire Wood Stat Blocks) and candy connoisseur Frefil, and some of the Safire hedgewitches.

THE MIDAS TREE

The fey plant known as the Midas Tree is an ancient and inscrutable entity that has slept for many centuries. Known in ages past as Gwythïen Blightroot, it occasionally communicates its desires by granting one of its older **treat** clones visionary dreams filled with cloudy imagery and vague emotions. This gargantuan, stationary aspen tree has an expansive root system that covers the entirety of the Gilded Glade. Gwythïen's Intelligence, Wisdom, and Charisma scores are 26, and it can communicate telepathically in Sylvan or Elvish with any plant, humanoid, or fey creature within the glade. The ancient tree also has blindsight reaching 120 feet from each of its root-connected tree and treat clones, so long as they are within a 50 mile radius.

If awakened, Blightroot's desire to propagate and expand its territory fuels its terrible anger. It strives to marshal its treat forces for war against the Amaranthine Wilds that have, from its perspective, imprisoned it these many years. Seemingly ageless and a master strategist, the Midas Tree would pose a formidable threat to the surrounding region, should it ever wake from its slumber.

SAFIRE COVENS

The peculiar hedgewitches of the wood display a heightened skill with illusory magic and plant animation compared to **green hags** or their other hag relatives. Three covens of this variety can be found within the forest, totaling nine hags. Despicably evil, each **Safire hag** (see Safire Wood Stat Blocks) identifies herself with a chosen animal, incorporated into their clothing, magic, and homestead. Individual hags and covens don't often get along, and on rare occasions, the covens' members will shift and rearrange as they each pursue their own ambitions.

Each coven keeps domesticated **spider-newts** (see Safire Wood Stat Blocks) for use both as maneuverable mounts and as a source of acid from their secreted mucus. Such acid is unusually sweet-smelling and used liberally as a reagent in their nefarious concoctions. You can use the following suggested arrangement for which witches are in what coven and their current focus, or mix and match to better fit your campaign.

SUGGESTED SAFIRE COVEN ARRANGEMENT

Coven of Sloth: Rowena (Pig), Briar Rose (Snail), Orchidna (Tortoise).

Focus: capturing unwary travelers to eat.

Coven of Greed: Belinda (Toad), Maude (Goat), Nissa (Snake).

Focus: collecting magical curios.

Coven of Cruelty: Ursula (Bear), Celestine (Wolf), Calliope (Peacock).

Focus: inflicting pain and misery.

BEWARE THE WITCHES

"Bitter Herbs match their Bitter Hearts—let Sweeter Smiles bring succor."

Throughout the home of the fey, and even in some parts of the Material Plane, this mnemonic device serves as a warning against herbalists whose potions smell or taste bitter—claiming that the evil intentions of such herbalists soil the end product. While this might seem like a warning against hags and witches of all sorts, this saying is in fact a widespread piece of disinformation spread by the Safire covens. A successful smear campaign against neighboring herbalists and **hedge mages** (see Safire Wood Stat Blocks), **Safire hags** (See Safire Wood Stat Blocks) benefit when unknowing travelers only trust the sweet smells of their sickly poisons.

"Saccharine Herbs match their Saccharine Lies—Bitter Truths are hard to swallow."

This saying, originally designed to warn of the honed lies and sweet temptations of the Safire covens, was all but erased by the hags and replaced with the former phrase. There may yet remain a few instances of the original in places beyond the covens' reach, but the hedge mages are too scattered and mistrusted to fight against their libel with any efficacy.

POTENTIAL CONFLICTS

The few people that dwell here are often at odds with one another or are uninterested in interacting with the outside world. Each group of known inhabitants has its own intentions and aspirations, which often have a negative impact on other residents. Consider incorporating one or more of the following conflicts into your world to raise the stakes and make the setting more believable.

LYCAN INVASION

Forced from their previous home, a clan of exceptionally violent **wereboars** have begun roving the area. They mark it as their territory by gouging their crossed-tusks insignia into the trees and impaling their victims on pikes. Distasteful as it may be, some of the wood's inhabitants have begun to consider a temporary alliance amongst themselves to evict the rampaging boar pack, lest they all suffer this cruel fate.

SPORE SPREADING

Ketripfan Moss, normally found only within the Amaranthine Wilds, has been surfacing in various far-flung locations on the Material Plane. This rapid and rampant growth is concerning for druids and naturalists, who might enlist the aid of adventurers in investigating its source. Clues indicate that the wayward moss hails from the plane of the fey, where the characters can uncover a plot by one of the **Safire hag** (See Safire Wood Stat Blocks) covens to sow panic and expand the reach of the Safire Wood. They may very well succeed—unless a potent antifungal herbicide can be found and the secret plot is destroyed.

HEDGE WARFARE

The centuries-long tension between the maligned **hedge mages** (see Safire Wood Stat Blocks) and the Safire covens has been escalating as of late. Centuries of primarily psychological and sociological warfare threaten to devolve into open conflict. Recent attempts by the mages to formally organize and strive to clear their long-sullied name seems to have provoked the covens to such a degree that they are engaging in negotiation with one another instead of their typical infighting. If they launch a concerted attack on the nature-minded wizards, their ancient knowledge and practice might become extinct.

STIRRING SOUL

In recent months, the Midas Tree at the center of the Gilded Glade has begun to stir, spurring roiling waves of errant plant-animating magic across the entire wood. Despite its usefulness as a deterrent for the otherwise-invasive plant life of the Amaranthine Wilds, what few legends remain from the epoch when it reigned supreme indicate that its wrath would have disastrous ramifications—for it refuses to tolerate any other living creature within its territory.

FREFIL, SUGARY-SWEET HEDGE MAGE

Known far and wide for her delightful candies, Frefil the **hedge mage** (see Safire Wood Stat Blocks) travels the world before returning home to the Safire Wood for supplies. Ever entrepreneurial, this grandmotherly gnome is accompanied by Sugarfang, a strangely-mutated **spider-newt** (see Safire Wood Stat Blocks) that produces a sweet ichor, instead of acidic mucus, from its pores. This natural syrup is a vital ingredient in her magical sweets, alongside various magical and mundane herbs from all over.

Frefil's penchant for sugary delights (and her beloved, terrifying mount) also tends to muddy the water between the **Safire hags** (see Safire Wood Stat Blocks) and the other hedge mages in the region, choosing to remain entirely detached from their ongoing conflict. Despite this fact, she is more than happy to assist traveling adventurers with passage between the planes via the *plane shift* spell for the right price, especially if they offer to help advertise her wares in distant lands.

WILDERNESS EXPLORATION

In both regions of the Safire Wood, travel is impeded by a myriad of threats and hazards. The nature of the fey realm's relationship with time and space means that distance traveled can vary even when navigating in the correct heading—represented in the table below by rolling d4s for miles covered. Consult the following table to determine how far the party travels, how often you roll a d20 for random encounters (with an encounter occurring on a 17 or higher), and other effects based on their travel pace.

SAFIRE WOOD TRAVEL PACE

Pace	Miles per day	Encounter Rolls	Other Effects
Fast	4d4	4 rolls per day	-5 penalty to passive Wisdom (Perception) scores, unable to forage for supplies
Normal	2d4	2 rolls per day	Normal Wisdom (Survival) checks, able to forage for supplies
Slow	1d4	1 roll per day	Advantage on Wisdom (Perception) and Wisdom (Survival) checks to navigate, forage safely, able to travel stealthily

NAVIGATION

In order to safely traverse the Safire Wood, adventurers must beware of more than just poisonous plant life and hostile creatures. Here in the chaotic domain of the fey, concrete ideas like time and space are sometimes malleable. Further, many of the denizens delight in leading outsiders astray, whether for their own whimsy or to ingratiate themselves to larger predators. **Jackalopes** (see Safire Wood Stat Blocks) are one such example—they only survive in this region by craftily leading naive travelers into the snares and hunting grounds of more dangerous creatures. Similarly, **will-o'-wisps** specialize in leading unwary folk towards **faeflame willows** (see Safire Wood Stat Blocks) and an early grave. All of these factors combined make navigating the forest a particularly difficult and dangerous ordeal.

SAFIRE WOOD NAVIGATION DCs

DC	Location
15	A location on the outskirts of the Amaranthine Wilds, such as a small settlement
20	A location within the Amaranthine Wilds, such as a ruined city, dryad's tree, or treant's clearing
25	A location within the Gilded Glade, such as the abode of a Safire hag (see Safire Wood Stat Blocks)

BECOMING LOST

d6	Setback
1 – 2	The party finds themselves in a part of the forest with very few resources, suffering disadvantage on Wisdom (Survival) and Wisdom (Perception) checks made to forage.
3 – 4	The party travels in the correct direction, but only progresses half as far as intended due to dense foliage, obfuscating mist, misleading will-o'-wisps , deceptive jackalopes (see Safire Wood Stat Blocks), or other such interference.
5 – 6	The party makes little forward progress, but finds a spot to camp with harmless resources, granting advantage on Wisdom (Survival) and Wisdom (Perception) checks made to forage.

FORAGING AND RESOURCES

The abundance of flora and fauna within the forest would seem to indicate that hunting and gathering would provide large yields. In reality the number, variety, and subtlety of the region's hazardous and poisonous plants and animals makes it exceptionally difficult to live off of the land. Even the most experienced outdoorsmen and survivalists can be deceived if they are overconfident. A foraging character can make a DC 13 Wisdom (Survival) check as normal. When they do, there is a 50% chance that the food is poisonous. If they are extra cautious and double-check, the toxins can be detected with magical spells and abilities that identify poisons or with a successful DC 17 Intelligence (Nature) or Intelligence (Medicine) check. A creature that ingests such food or drink must roll on the Hazardous Food and Drink table below.

HAZARDOUS FOOD AND DRINK

d8 Consequences

- 1 The creature becomes poisoned for 2d6 hours, during which time it is also paralyzed.
- 2 – 7 The creature becomes poisoned for 1d4 hours, during which time its speed is halved.
- 8 The creature receives no nutrition or benefits from the food or drink, but suffers no other ill effects.

KETRIPHAN MOSS

Unlike most plants in the Safire Wood, the fast-growing plant called Ketriphon Moss can be found in large quantities and isn't inherently dangerous. This purple-blue moss can serve as a replacement for rations, giving plenty of nutrition, but when a creature ingests it they have a chance of contracting Ketriphon Disease.

KETRIPHAN DISEASE

Each time a creature eats the lavender moss within a 7 day period, it has a cumulative 5 percent chance of contracting Ketriphon Disease: a dangerous fungal infection. Once diseased, the creature becomes a host for the moss, growing it in patches and strands that emerge from the pores of its skin. Each week that passes without treatment, the creature becomes more and more encumbered by the fast-growing moss as the disease advances to the next stage.

The disease and the cumulative likelihood of developing it can be cured or mitigated by casting the *lesser restoration* spell, but only a *greater restoration* spell or a specially brewed potion by one of the **Safire hags** (see Safire Wood Stat Blocks) or **hedge mages** (see Safire Wood Stat Blocks) can cure the affliction's third stage.

KETRIPHAN DISEASE PROGRESSION

Stage The Creature Suffers...

- 1
 - Speed reduction of 10 feet
 - Poisoned condition
 - +3 modifier to Amaranthine Wilds Random Encounter table rolls (See Example Encounters below)
- 2
 - Speed reduction by half
 - Disadvantage on Strength and Dexterity saving throws
 - +6 modifier to Amaranthine Wilds Random Encounter table rolls (See Example Encounters below)
- 3
 - Speed is reduced to 0
 - Petrified condition
 - +9 modifier to Amaranthine Wilds Random Encounter table rolls (See Example Encounters below)

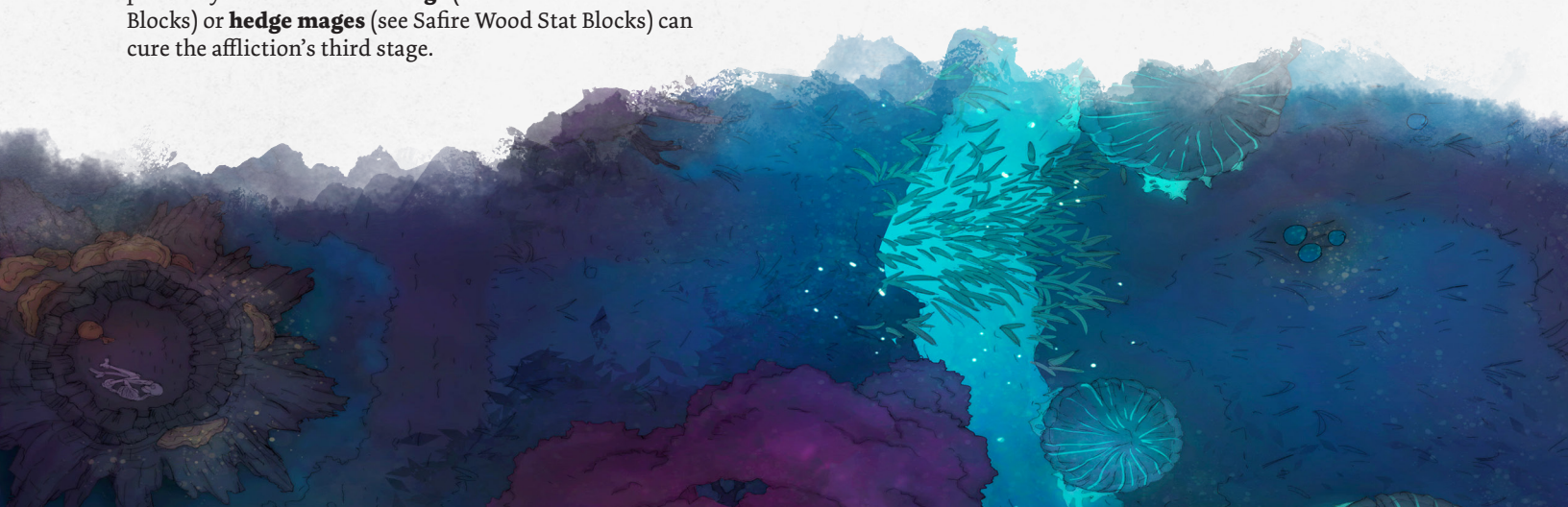
SPIDER-NEWT BAIT

The monstrous reptilian **spider-newts** (see Safire Wood Stat Blocks) love eating Ketriphon Moss and have developed complete immunity to its negative effects, partially because of the highly acidic mucus they secrete. Due to the high concentration of moss in one easy-to-eat package, the newts are particularly attracted to creatures that have contracted the moss's disease. **Safire hags** (see Safire Wood Stat Blocks), who often domesticate spider-newts, regularly take advantage of hapless travelers afflicted with the disease as tasty snacks to help train and maintain their reptilian pets.

OTHER MAGIC PLANT LIFE

Legends say that within the Safire Wood, many exceptionally rare and potent vegetation can be found. While the region's magic encourages plant growth, the same can be said for many enchanted forests across the planes. Rather, it's the Safire Wood's innumerable dangers that discourage overeager and reckless harvesting—making it a safe haven of sorts for magic herbs that would otherwise be easy pickings for the ambitious.

Some examples of magical plants from The Griffon's Saddlebag include the *fortune's flower*, *luckleaf*, and *feywood ivy*, but you can also easily incorporate any rare flora from your campaign or other printed sources into the Safire Wood.



EXAMPLE ENCOUNTERS

The plants and animals that call this forest their home defend it from those they perceive as prey, intruders, trespassers, or defilers.

If a creature afflicted by Ketrphan Disease travels through the Amaranthine Wilds, it frequently attracts wild **spider-newts** (see Safire Wood Stat Blocks). Each stage of the disease increases the total rolled on the Amaranthine Wilds Random Encounters table below, as described in the Ketrphan Disease Table above. This modifier applies multiple times if more than one creature in the group is infected, up to a maximum of +10, which guarantees that all random encounters are spider-newts.

You can roll on the tables below to help determine what the characters encounter while traversing the mystical Safire Wood.

EXAMPLE AMARANTHINE WILDS RANDOM ENCOUNTERS

2d6	Encounter
2	1d2 mimics that have taken on the appearance of indigo trees or shrubs.
3	2d4 dryads discussing recent news of the Safire covens in hushed tones.
4	1d3 faeflame willow (see Safire Wood Stat Blocks), surrounded by 2d4 will-o'-wisps (60%) or alone (40%).
5 – 7	1d8 will-o'-wisps bobbing in a line, pointing toward the nearest faeflame willow (see Safire Wood Stat Blocks) (80%) or settlement (20%).
8 – 9	An abundant patch of Ketrphan Moss that can be gathered at a rate of 1d4 pounds per hour of work, up to a maximum 1d6 x 5 pounds.
10	1d2 jackalopes that try to lure creatures toward the nearest spider-newt (see Safire Wood Stat Blocks for both)—unless treated with kindness and given large amounts of food, in which case they happily lead the characters toward their intended destination.
11	2d4 swarms of nox flowers (see Safire Wood Stat Blocks), blue or purple only, spreading their alluring aroma throughout the vicinity.
12+	1d3 spider-newts (see Safire Wood Stat Blocks) looking for Ketrphan Moss and creatures with Ketrphan Disease.

SAFIRE MAPS

Cze & Peku battlemaps, as well as a custom regional map of the Safire Wood, are available at thegriffonssaddlebag.com/safire.

EXAMPLE GILDED GLADE RANDOM ENCOUNTERS

2d6	Encounter
2	A Safire hag gathering herbs and Ketrphan Moss for their domesticated spider-newt mount at home (see Safire Wood Stat Blocks for both).
3	1d2 Safire treants (see Safire Wood Stat Blocks) slowly conversing (50%) or sleeping (50%).
4	3d4 branchlings (see Safire Wood Stat Blocks) hunting for food alone (50%) or with 1d4 twigling (see Safire Wood Stat Blocks) children in their branches (50%).
5 – 6	A particularly harmful patch of plants encroach, obstructing the path. Each creature must succeed on a DC 17 Constitution saving throw as they pass through. On a failed save, a creature takes 10 (3d6) poison damage and becomes poisoned for 1d4 hours. On a successful save, it takes half as much damage and isn't poisoned by the vegetation.
7 – 8	3d3 swarms of nox flowers (see Safire Wood Stat Blocks), any coloration, swaying gently whether there's wind or not.
9	2d4 awakened plants guarding their territory (60%) or having a casual discussion in neutral territory (40%).
10	3d6 twig blights chattering and scavenging the area for flesh (75%) or 1d2 shambling mounds camouflaged by foliage, absorbed in the process of collecting nutrients from the rich soil and abundant sunlight (25%).
11	A tree grown partially around a moss-coated skeleton that was embracing it. A successful DC 16 Wisdom (Perception) check reveals that the skeleton carved the phrase "Saccharine Herbs match their Saccharine Lies—Bitter Truths are hard to swallow." into one of the branches.
12	A deathcap (see Safire Wood Stat Blocks) slowly stalking the undergrowth for unsuspecting prey.

RUINS AND DUNGEONS

This dense forest obscures many ancient mysteries. Such sites are often haunted by past spirits or affected by old enchantments that may or may not work as originally intended. Consider rolling twice on the table below to separately determine the creator of the dungeon and who its current inhabitants may be.

When designing a dungeon in the Safire Wood, make sure to remind the characters of the eerie feeling of being watched, or of whispers on the fringes of their hearing, and the sensation that everything around them is ever so slightly different from what they're familiar with. Such dungeons are perfect for investigating themes and concepts about strange bargains, grim afflictions, and malicious beauty.

EXAMPLE SAFIRE WOOD DUNGEONS

d6	Example Dungeon Origin	Example Dungeon Inhabitant
1	This small spiraling tower was built by a gnomish wizard long ago. Their analysis into the fey realm has made the area's magic unstable and unpredictable.	One of the Safire covens has settled here to utilize the myriad properties of the Ketriphan Moss that thrives nearby.
2	During an ancient war, a faction of fey creatures dug out this garrison or watch post on the front lines. As such, it's full of practical and magical defenses.	A group of satyrs and other fey have claimed the area for a century-long party of hedonism, debauchery, and revelry. Everyone's invited, but it'd be rude to leave early.
3	Although it was once full of splendor, this dilapidated elven city has been abandoned for centuries. There are no records that specify why they disappeared, but some of their spirits seem to still walk the streets.	Long-abandoned, the area has become utterly overgrown by hazardous plants and plant creatures that now clash over the area's limited resources.
4	Small and inviting, this gnomish settlement has held up surprisingly well against the ravages of time. Some simple enchantments, like cleaning charms, may still be active.	In the wake of strange experiments or naturally acidic creatures, the area is now riddled with pockets of highly acidic pools and inhabited by various ooze creatures.
5	This underground bunker was built by elves as a defense during an ancient, forgotten war that spanned the entire plane of the fey.	One or more predators, like spider-newts (see Safire Wood Stat Blocks), have staked a claim here. The entrance is splattered with the gory remnants of their prey to mark the territory.
6	Driven out by some previous circumstance, this old cottage was built to house a Safire hag (see Safire Wood Stat Blocks) coven that has since disbanded.	A fierce werewolf pack has settled here for the season, feasting on the bountiful resources of the wood.

SETTLEMENTS

Civilized individuals in the Safire Wood are hard to come by and are rarely ever found in groups larger than ten, wary of attracting the attention of the covens. Such settlements, if they can be called that at all, are typically located on the outermost edge of the Amaranthine Wilds where the trees are thinner. Only there can they effectively defend against

spider-newts (see Safire Wood Stat Blocks) and other forest dangers.

These small groups survive on meager rations and perpetual paranoia, forever looking over their shoulders for the next threat. If offered, they are grateful for trade, especially of food, but urge travelers to depart swiftly—lest the hags take notice of the increased population. The denizens can only guarantee a measure of safety by limiting their numbers and avoiding the covens' notice.

SUGGESTED INHABITANTS

Apart from its native, ferocious plant life, various fey and fey-adjacent creatures can be found in the Safire Wood, such as elves, sprites, dryads, and satyrs. Occasionally druids, herbalists, or **hedge mages** (see Safire Wood Stat Blocks) make their way here for ingredients or to make use of the area's potent connection to natural magic. The forest also appeals to those afflicted with lycanthropy or similar ailments as a refuge from society's eyes. Rarely, more common races like humans and dwarves can be found, having accidentally crossed over by means of a fey portal or fairy ring.

EXAMPLE SETTLEMENTS

Consider using one or more of the following example settlements to populate or inspire the denizens of the Safire Wood in your campaign.

- Given their elongated life spans and shared culture, small groups of elves native to the fey realm and elves from the Material Plane can often be found working together for survival. Most often, they are settlers who simply prefer solitary circumstances, but some may be outcasts or refugees from other settlements for various reasons. In such settlements, words are scarce to come by—spurring rumors that not all of these elven settlements are populated by the living.
- The abundance of mystical herbs and curious plant life in this particular stretch of woodland often make it a topic of research for circles of druids, especially those intrigued by the ferocity and cunning of the plant creatures found here. Such studies are dangerous and typically result in significant, frequent population turnover. Rarely, a circle may gain the trust and favor of one or more **dryads**, affording them increased safety and security.
- In this region, **hedge mages** (see Safire Wood Stat Blocks) take advantage of the diverse and populous flora and fauna to fuel their botanical research. Despite their peaceful intentions, their similarity to the folk tales of witches and hags, and the covens' considerable propaganda has resulted in countless foul rumors and ostracization that travel far beyond the wood itself. Most hedge mages are found living on their own, but it's not unheard of for a small community to band together over their shared interests.
- Although lycanthropy and other related were-creatures are not concretely determined to be solely fey in origin, the vast wilderness and relatively lessened presence of established society make the fey realm appealing to those affected by it. Most notably, the Safire Wood appeals to **werewolves** and **werebears**, whether they fight or embrace their dual natures. The expansive forest typically

supports at least one roving werewolf pack at any given time. At least one permanent werebear, known as the Indigo Shadow, has lived here for decades and occasionally rouses from hibernation to defend its territory from encroaching lycans or witches.

EXAMPLE TREASURE

Adventurers in and around the Safire Wood can be rewarded with plant-based items like the *acorn charm*, *dryadleaf*, *fortune's flower*, *glaive of the forest guardian*, *grass carpet*, *homeroot*, *luckleaf*, *seed of rebirth*, *spire seed*, *splinterguard*, *splitter*, *tear of gaia*, *tethervine quiver*, or *trident of the dryad*. Fey items like *fable's end*, *fae flame torch*, *felling greataxe*, *feywatch shield*, *feywood ivy*, *signet rings of the fey court*, *the rose basket*, or *Vyra's broken path*, and witch-related items such as the *cottage chest*, *hat of the sanguine coven*, *hedgewitch gardening cane*, or *matron's mug*. Of course, any other unsettling or mysterious but natural items could also be a perfect fit for adventurers in the Safire Wood.

SAFIRE WOOD STAT BLOCKS

BRANCHLING

Viewed by some as a cousin of the treant, branchlings are close to the size of a sapling. In the Safire Wood, they often rove about in small packs, avoiding the attention of larger threats and searching for food. Their willowy, stick-thin limbs are surprisingly hardy, making them quite popular as animated helpers and protectors among both hedge mages and hags. They fiercely protect their young **twiglings**, which often travel within their boughs. Occasionally, a handful of branchlings will live long enough and grow large enough to finally merge with one another and become full-fledged **awakened trees**.

DEATHCAP

Found primarily in the Gilded Glade, deathcaps are walking fungal nightmares. These carnivorous and ambulatory mushrooms are apex predators in the Safire Wood. Like most creatures in such a position on the food chain, however, they hunt rarely and hibernate for long periods of time. Some folktales claim that the first deathcap was created when a long-forgotten elf became cursed by one of the **Safire hags**. Unfortunately, the only proven strategy to escape the spores and tendrils of a deathcap is to avoid catching their interest in the first place.

FAEFLAME WILLOW

Known in some circles as hanging trees, fae flame willows have developed a potent symbiosis with the forest's **will-o'-wisps**. The stationary nature of the willow, which would normally restrict its reach, is compensated by the wisps' maneuverability. Meanwhile, the willow helps ensure that wayward travelers following the wisps are prevented from escaping before their life force can be drained. Fae flame willows are also highly intelligent, and they can utilize potent magic to make their prey believe the tree is a safe haven from the forest's other dangers.

HEDGE MAGE

A hedge mage practices a curious mixture of arcana and herbalism to produce potent brews and remedies. Societies might view a hedge mage's magic as occult or accuse them of being a hag, especially during times of scarcity when they want a scapegoat to blame. Even when faced with such vitriol, hedge mages devote themselves to the healing arts and the growth of nature's bounties.

JACKALOPE

These antlered rabbits appear often in folktales and storybooks, but the reality is much more grim than those stories. As prey animals, jackalopes normally survive by hiding and running from predators. But in the Safire Wood, these cunning creatures have learned to keep larger predators at bay by leading naive travelers into their paths, to be eaten in their stead. As such, the jackalopes in this region know the safest and most dangerous areas and routes—but they are far more likely to lead to death unless their trust can be assured.

NOX FLOWERS

The nox flower was originally created in the Safire Wood as a misguided attempt to stem the tide of the Midas Tree's expansion on the fey plane.

Devious Pollinators. Nox flowers wander about constantly on their tiny root legs, searching for ways to carve out space and soil for their seeds to spread. Their entire life cycle is centered on this goal—even their destruction causes a burst of poisonous pollen and seeds to take root at the site of their death.

Elemental Absorption. Alongside the pollen and seeds, the death of a nox flower releases whatever elemental energy that particular flower managed to collect during its lifespan. They gather the energy from the soil and other sources based on the particular strain of flower, reflected by the color of its petals. Energy that corresponds to their kind is also less potent against these tiny plants, as they absorb a portion of the element's power.

Growth in Numbers. Nox flowers are not exactly social, as they have no language, but they do tend to gather and swarm with other flowers of the same element and color. When swarming, these pesky plants become significantly more dangerous, capable of expelling their destructive pollen more often to harm enemies nearby.

SAFIRE HAG

The vile hags that call this forest home are excellent reflections of its deadly allure. With skillful illusions and superb control over plants, these witches work individually and in covens to exert influence over the region. They thrive by harvesting the wood's plentiful herbs for their craft, but have a special affinity for the acidic mucus produced by their domesticated **spider-newt** mounts.

Although their true forms reflect their sickly, vile nature, they present to the world façades that can range from kindly medicine women to endangered maidens. From their huts in the Safire Wood, these powerful fey sway public opinion against the **hedge mages** with propaganda to prop up their own image. (See the Beware the Witches Sidebar)

SAFIRE TREANT

Each treant in the Gilded Glade is an exact clone of Blightroot the Midas Tree, with their aspen roots carrying nutrients and information to their parent. Like the slumbering titan, the safire treants engage in a constant but slow arms race of poison against the plants and creatures of the Amaranthine Wilds. Unlike normal rock-throwing treants, these lichen-draped specimens defend themselves with poisonous gas and fiery spittle. In the absence of direction from Blightroot, the treants focus on maintaining their borders and protecting their parent tree.

SPIDER-NEWT

Of the many predators that stalk the wood, the spider-newt is the most renowned. This arachnid-like reptile is uniquely suited to surviving in such a hostile locale, protected by acid that oozes from its skin and from glands in its throat and mouth. Most Safire hags keep one or more of these beasts for travel, acid collection, or a combination of the two. The secret to keeping them placated is a steady diet of their favorite treat, Ketriphan Moss, dosed with a special solution. In its mouth and stomach, this potion blends with the acid to create a potent and highly-addictive sedative.

TWIGLING

Even less aware and considerably smaller than branchlings, twiglings resemble the small stick-figures that a child might draw. These devious little pranksters have very little perception of their fragile mortality. As a result, they tend to draw the ire of larger creatures and meet an early end. If they persist long enough by chance or other factors, they can undergo a metamorphosis. In this process, they bond with several other twiglings to form a branchling: the next stage in their life cycle.

BRANCHLING

Medium plant, lawful neutral

Armor Class 14 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	5 (-3)	12 (+1)	10 (+0)

Saves Con +4

Skills Athletics +4

Damage Vulnerabilities fire

Damage Resistances piercing

Senses passive Perception 11

Languages understands Druidic and Sylvan but can't speak

Challenge 1/2 (100 XP)

False Appearance. While the branchling remains motionless, it is indistinguishable from an ordinary, thick tree branch.

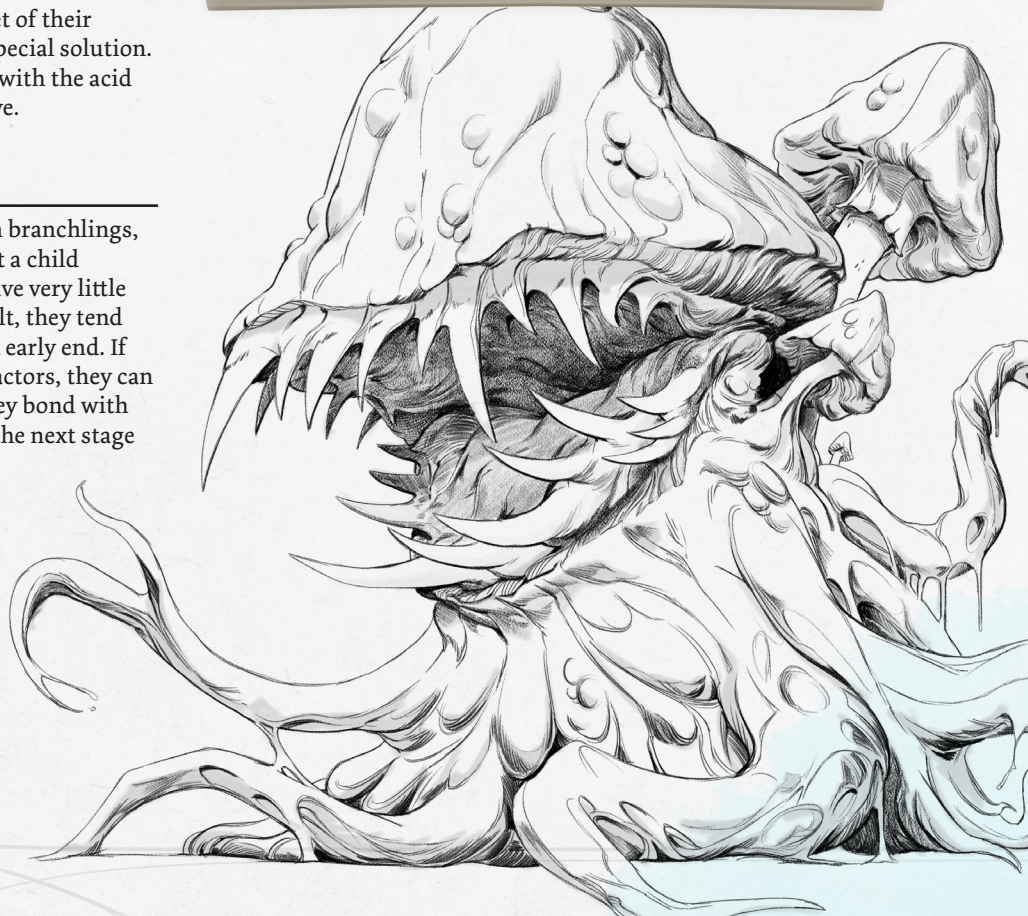
ACTIONS

Multiattack. The branchling makes two slam attacks.

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

Throw Seeds (Recharge 4–6). The branchling hurls a flurry of seeds in a 15-foot cone. Each creature in the area must succeed on a DC 10 Dexterity saving throw or take 5 (2d4) bludgeoning damage.

DEATHCAP



DEATHCAP

Huge plant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 180 (19d12 + 57)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	7 (-2)	13 (+1)	5 (-3)

Skills Nature +3, Perception +6

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses blindsight 30 ft., tremorsense 60 ft., passive

Perception 16

Languages Sylvan

Challenge 14 (11,500 XP)

Fungal Spores. A creature that touches the deathcap or hits it with a melee attack while within 10 feet of it must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Fungal Spores of all deathcaps for 1 hour.

Rooted. The deathcap has advantage on ability checks and saving throws against being pushed, pulled, or knocked prone.

ACTIONS

Multiattack. The deathcap makes three attacks: one with its bite and two with its tendrils. It can replace each of its tendrill attacks with one use of Fling.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage, and the target must make a DC 16 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the target is also diseased for 1d12 hours. While diseased, the target gains vulnerability to necrotic damage. In addition, whenever the target regains hit points, the amount of hit points it regains is halved, and if it is reduced to 0 hit points, it dies.

Tendrill. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage plus 13 (2d12) necrotic damage, and if the target is Medium or smaller, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and it takes 7 (2d6) necrotic damage at the start of each of its turns.

Fling. One Medium or smaller object held or creature grappled by the deathcap is thrown up to 30 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 14 Dexterity saving throw or take the same damage and be knocked prone.

FAEFLAME WILLOW

Gargantuan plant, neutral

Armor Class 16 (natural armor)

Hit Points 198 (12d20 + 72)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	1 (-5)	23 (+6)	10 (+0)	19 (+4)	10 (+0)

Saves Con +10, Wis +8, Cha +4

Skills Insight +8, Nature +8, Perception +8

Damage Resistances bludgeoning, piercing

Condition Immunities frightened, prone

Senses blindsight 15 ft., tremorsense 120 ft., passive Perception 18

Languages understands Common, Druidic, and Sylvan but can't speak

Challenge 12 (8,400 XP)

Hindering Spirits. The area within 15 feet of the willow is swarming with fey spirits. A hostile creature's speed is halved in the area, and it gains no benefit from the Disengage action.

Innate Spellcasting. The willow's spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The willow can innately cast the following spells, requiring only somatic components:

At will: *animal messenger*, *blight*, *faerie fire*

3/day: *hold person* (as a 3rd-level spell)

1/day: *hallucinatory terrain*, *spiritual weapon* (as a 4th-level spell)

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

ACTIONS

Multiattack. The willow makes two branch attacks.

Branch. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 20 (2d12 + 7) bludgeoning damage, and if the target is a Large or smaller creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.

Summon Spirits (Recharge 5–6). The willow summons 2 (1d4) **will-o'-wisps**, each one in an unoccupied space it can see within 60 feet of it.

HEDGE MAGE

Medium humanoid (any race), any alignment

Armor Class 12 (16 with barkskin)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	16 (+3)	19 (+4)	13 (+1)	8 (-1)

Saving Throws Int +7, Wis +4

Skills Arcana +7, Medicine +4, Nature +7

Senses passive Perception 11

Languages Common, Sylvan, and any two languages

Challenge 9 (5,000 XP)

Spellcasting. The hedge mage is an 11th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *druidcraft, mending, message, poison spray, ray of frost*

1st level (4 slots): *entangle, feather fall, magic missile, speak with animals*

2nd level (3 slots): *barkskin, enlarge/reduce, locate animals or plants*

3rd level (3 slots): *lightning bolt, plant growth, speak with plants*

4th level (3 slots): *control water, giant insect*

5th level (2 slots): *cone of cold, contagion*

6th level (1 slot): *transport via plants*

ACTIONS

Staff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if wielded with two hands.

Animate Plant (4/Day). The hedge mage magically animates a Medium or smaller plant it touches, transforming it into a plant creature with a challenge rating of 1 or lower. The animated plant acts as an ally of the hedge mage, and it obeys any mental command the hedge mage issues to it (no action required by the hedge mage). The plant remains animate for 1 hour or until it dies.

The hedge mage shares a telepathic link with the animated plant. Through this link, the plant can understand the hedge mage's telepathic messages to it, and it can telepathically communicate simple emotions and concepts back to the hedge mage. Additionally, as an action, the hedge mage can see through the plant's eyes and hear what it hears until the start of the hedge mage's next turn, gaining the benefits of any special senses that the plant has. During this time, the hedge mage is deaf and blind with regard to its own senses.

Elixir of Protection (2/Day). The hedge mage or one willing creature it chooses within 30 feet of it becomes magically protected against acid, cold, fire, lightning, or poison damage (hedge mage's choice) for 1 hour. For the duration, any damage the target takes of the chosen type is reduced by 10.

Elixir of Recovery (2/Day). The hedge mage or one willing creature it chooses within 30 feet regains 13 (2d8 + 4) hit points.

JACKALOPE

Tiny monstrosity, chaotic neutral

Armor Class 13 (natural armor)

Hit Points 7 (3d4)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	10 (+0)	7 (-2)	12 (+1)	6 (-2)

Skills Deception +2, Perception +3, Stealth +5

Senses passive Perception 13

Languages Common, Sylvan

Challenge 1/4 (50 XP)

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

Nimble Escape. The jackalope can take the Disengage or Hide action as a bonus action on each of its turns.

Standing Leap. The jackalope's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.

ACTIONS

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

NOX FLOWER

Tiny plant, unaligned

Armor Class 12 (natural armor)

Hit Points 3 (1d4 + 1)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	12 (+1)	13 (+1)	4 (-3)	10 (+0)	3 (-4)

Damage Resistances the damage type corresponding to the nox flower's color (see Prismatic Bloom trait)

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Prismatic Bloom. The nox flower is one of the following colors, and its corresponding damage type affects several of its statistics: red (fire damage), orange (acid damage), yellow (lightning damage), green (poison damage), blue (cold damage), or purple (thunder damage).

Death Burst. If damage reduces the nox flower to 0 hit points, it explodes in a burst of pollen, unless the damage is necrotic. Each creature within 10 feet of it must make a DC 11 Constitution saving throw. On a failed save, a creature takes 14 (4d6) damage of the type corresponding to the nox flower's color, and the nox flower rolls a d4 to determine the additional effect creatures are subjected to until the end of their next turn:

1. The creature's speed is reduced by 5 feet.
2. The creature has disadvantage on the next ability check it makes.
3. The creature can't take reactions.
4. The creature must choose whether it gets a move, an action, or a bonus action on its next turn; it gets only one of the three.

ACTIONS

Leaf Lash. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 2 slashing damage.

SWARM OF NOX FLOWERS

Medium swarm of tiny plants, unaligned

Armor Class 13 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	15 (+2)	4 (-5)	10 (+0)	3 (-4)

Damage Resistances the damage type corresponding to the swarm's color (see Prismatic Bloom trait)

Senses blindsight 60 ft. (blind beyond that radius), passive Perception 10

Languages —

Challenge 2 (450 XP)

Prismatic Bloom. The swarm is one of the following colors, and its corresponding damage type affects several of the swarm's statistics: red (fire damage), orange (acid damage), yellow (lightning damage), green (poison damage), blue (cold damage), or purple (thunder damage).

Death Burst. If damage reduces the swarm to 0 hit points, it explodes in a burst of pollen, unless the damage is necrotic. Each creature within 30 feet of it must make a DC 12 Constitution saving throw; creatures within 15 feet of the swarm make this saving throw with disadvantage. On a failed save, a creature takes 28 (8d6) damage of the type corresponding to

the swarm's color and is poisoned for 1 minute. On a successful save, the creature takes half as much damage and isn't poisoned. The swarm rolls a d8 to determine the additional effect poisoned creatures are subjected to until the poison ends:

- 1–2. The creature's speed is halved.
- 3–4. The creature is frightened.
- 5–6. The creature is blinded.
7. The creature is stunned.
8. The creature is paralyzed.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny nox flower. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Leaf Lash. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 16 (4d6 + 2) slashing damage, or 9 (2d6 + 2) slashing damage if the swarm has half its hit points or fewer.

Pollen Burst (Recharge 4–6). The swarm erupts with a burst of destructive pollen in its vicinity. Each creature within 15 feet of the swarm (other than itself) must make a DC 12 Constitution saving throw, taking 28 (8d6) damage of the type corresponding to the swarm's color on a failed save, or half as much damage on a successful one. If the swarm has half its hit points or fewer, this saving throw is made with advantage.

SAFIRE HAG

Medium fey, neutral evil

Armor Class 14 (natural armor; 16 with barkskin)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	11 (+0)	14 (+2)	17 (+3)

Saving Throws Wis +4

Skills Deception +5, Nature +2, Perception +4, Stealth +4

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish, Sylvan

Challenge 4 (1,100 XP) or 6 (2,300 XP) when part of a coven

Arboreal Appearance. While the hag remains motionless and her Illusory Appearance isn't active, she is nearly indistinguishable from an ordinary, partially decayed tree. A creature must take an action to visually inspect the tree and succeed on a DC 20 Intelligence (Investigation) check to discern that it is a hag.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 13). She can innately cast the following spells, requiring no material components:

At will: *barkskin*, *entangle*, *minor illusion*, *poison spray* (as a 5th-level spellcaster)
3/day: *speak with plants*, *spike growth*

ACTIONS

Multiattack. The hag makes two attacks with her claws.

Fetid Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 4 (1d8) necrotic damage.

Corrupt Tree (1/Day). The hag magically animates a Large or larger tree she touches, corrupting it. The tree has the same statistics as a safire treant, except it has half as many hit points, it has resistance to necrotic damage, and its Slam attack deals necrotic damage instead of bludgeoning damage. The corrupted tree acts as an ally of the hag. The tree remains animate for 1 day or until it dies; until the hag uses this action again or she dies; or until the hag takes a bonus action to turn it back into an inanimate tree. The tree then withers and dies.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her bark-like skin. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

SAFIRE TREANT

Huge plant, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 126 (12d12 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	12 (+1)	18 (+4)	12 (+1)

Saves Con +7

Damage Resistances bludgeoning, piercing

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 14

Languages Common, Druidic, Elvish, Sylvan

Challenge 7 (2,900 XP)

False Appearance. While the treant remains motionless, it is indistinguishable from an ordinary, moss-covered tree.

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

ACTIONS

Multiattack. The treant uses its Poisonous Haze, if available. It then makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

Spit Fire. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 26 (4d10 + 4) fire damage.

Poisonous Haze (Recharge 5–6). The treant magically expels a cloud of yellowish gas in a 15-foot-radius sphere centered on itself. For 1 minute, that area is under the effects of the *stinking cloud* spell (save DC 15). All safire treants are unaffected by this Poisonous Haze.

SPIDER-NEWT

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	16 (+3)	4 (-3)	13 (+1)	6 (-2)

Skills Perception +3, Stealth +5

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

Mucus Coat. A creature that touches the spider-newt or hits it with a melee attack while within 5 feet of it takes 5 (1d10) acid damage. A friendly creature mounted on the spider-newt is unaffected by this trait.

Wilderness Camouflage. The spider-newt has advantage on Dexterity (Stealth) checks made to hide in trees and foliage.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one.

Spit Acid. *Ranged Weapon Attack:* +5 to hit, range 15/30 ft., one target. *Hit:* The target must make a DC 13 Constitution saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one.

TWIGLING

Tiny plant, chaotic neutral

Armor Class 13 (natural armor)

Hit Points 7 (2d4 + 2)

Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	13 (+1)	5 (-3)	12 (+1)	10 (+0)

Skills Sleight of Hand +4, Stealth +4

Damage Vulnerabilities fire

Senses passive Perception 11

Languages understands Druidic and Sylvan but can't speak

Challenge 1/8 (25 XP)

False Appearance. While the twigling remains motionless, it is indistinguishable from an ordinary stick.

ACTIONS

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

Throw Seed. *Ranged Weapon Attack:* +4 to hit, range 10/20 ft., one target. *Hit:* 3 bludgeoning damage.





HEDGE MAGE

NEW CHARACTER OPTION: WIZARD

Wizards are often considered to be founts of knowledge, a reputation rightfully earned after generations and lives spent poring over forgotten texts and ancient manuscripts. These knowledge-seeking mages ultimately pursue the school of magic that interests them the most, becoming true masters of their craft and labor. Some find satisfaction in studying mystical arts, while others focus their efforts on more practical or even explosive forms of magic. As a result, wizards around the world can be found on the councils of nobles as quickly they can in the service of carnivals.

HEDGE MAGE

Hedge mages, sometimes called hedge witches, are curious wizards typically hidden on the outskirts of villages or strange forests. These wizards practice natural magic, not unlike a druid or ranger, but do so through rigorous study of botany and herbology. By using this knowledge, hedge mages can create masterful spells and valuable elixirs using the natural world around them.

When not researching strange plants or experimenting with new potions, hedge mages will often find work by tending to the needs of common folk. Some are known for their skills in curing ailments or helping crops to grow, whereas others are relied on for their ability to defend a village with nothing but plants and woodland creatures. Butterflies and moths often flit around hedge mages while they travel or work outdoors.

NATURE SAVANT

When you choose this tradition at 2nd level, the following druid spells are added to the wizard spell list for you. At the GM's discretion, other similar beast- or plant-related spells from the druid spell list can be added to this expanded spell list. The gold and time you must spend to copy one of these spells into your spellbook is halved.

You also learn the *druidcraft* cantrip. It counts as a wizard cantrip for you, but it doesn't count against your number of cantrips known.

Spell Level	Spells
1st	<i>animal friendship, detect poison and disease, entangle, goodberry, purify food and drink, speak with animals</i>
2nd	<i>animal messenger, barkskin, locate animals or plants, protection from poison, spike growth</i>
3rd	<i>conjure animals, plant growth, speak with plants</i>
4th	<i>conjure woodland beings, dominate beast, giant insect</i>
5th	<i>awaken, commune with nature, contagion, insect plague, tree stride</i>
6th	<i>conjure fey, find the path, transport via plants, wall of thorns</i>
7th	<i>regenerate</i>
8th	<i>animal shapes</i>

In addition, you gain proficiency with the herbalism kit. If you already have this proficiency, you gain proficiency with the poisoner's kit or one type of artisan's tools of your choice.

ANIMATE PLANT

Starting at 2nd level, you can use an action to touch a Medium or smaller plant to animate it, transforming the plant into a plant creature with a challenge rating of 1/4 or lower for 1 hour. The GM chooses statistics appropriate for the plant, such as an awakened shrub. The plant is friendly to you and your companions, and it obeys any mental command that you issue to it (no action required by you). In combat, the plant shares your initiative count, but it takes its turn immediately after yours. If you don't issue any commands, the plant defends itself from hostile creatures, but

otherwise takes no actions. The effect ends early if the plant drops to 0 hit points. When you reach 6th level in this class, the plant creature can have a challenge rating of 1/2 or lower, or 1 or lower when you reach 10th level.

You share a telepathic link with the animated plant. Through this link, it can understand your telepathic messages to it, and it can telepathically communicate simple emotions and concepts back to you. Additionally, as an action, you can see through the plant's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the plant has. During this time, you are deaf and blind with regard to your own senses.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

ELIXIRS

By 6th level, your keen knowledge of herbology and arcane wit allow you to craft certain natural, but distinctly magical, elixirs. You know three elixir recipes, but can choose to replace a known elixir recipe for a different one whenever you finish a long rest. Your elixir recipe options are detailed at the end of this arcane tradition. You create an elixir by combining the recipe's ingredients together in an empty flask or vial and speaking its unique command phrase. The ingredients and command phrase required for an elixir are listed in its description. Ingredients are consumed as part of making a potion, but are typically included in the materials you collect as part of filling your component pouch.

A creature can drink an elixir or administer one to another creature as an action. Alternatively, you can use an action to throw an elixir at a creature that you can see within 30 feet of you. If the creature is willing, it magically gains the effects of the thrown elixir. If the creature is unwilling, it must succeed on a Dexterity saving throw against your wizard spell save DC or be affected by the elixir.

You can create a number of elixirs equal to your proficiency bonus using this feature. When you finish a long rest, you regain all expended uses of this feature, and any unused elixirs become nonmagical. You can create an elixir with 2 minutes of work, or you can use your natural magic to bridge the gap between herbology and alchemy. Whenever you cast a spell of 1st level or higher from your expanded spell list, you can expend a use of this feature to create an elixir from your known recipes, provided you have the materials to do so. When you do, the elixir appears in a free hand or at your feet (your choice).

FOREST SAGE

By 10th level, you can cast the *Speak with Plants* spell as a ritual. In addition, you can add your Intelligence modifier to the hit points restored and the damage dealt or reduced by your elixirs.

ANIMATE MAJOR PLANT

At 14th level, you can use an action to expend two uses of your Animate Plant feature to touch a Large or Huge tree, or similar plant, to turn it into an awakened tree. The plant gains the ability to move its limbs, roots, vines, creepers, and so forth, and it gains senses similar to a human's. Alter-

natively, you can use an action to magically grow a Large awakened tree from the ground in an unoccupied space that you can see within 30 feet of you instead. In either case, the plant is charmed by you for 1 hour or until you use a bonus action to end it. The plant shares your initiative count, but it takes its turn immediately after yours, and obeys any verbal command that you issue to it (no action required by you). If you don't issue any commands, the plant defends itself from hostile creatures, but otherwise takes no actions.

When the charm ends, the plant becomes inanimate once more. If you used an action to grow the awakened tree, it rapidly decomposes into a small pile of fertile soil at the end of the duration instead.

In addition, a plant that's animated by this feature or your Animate Plants feature also gains the following benefits:

- Its speed is doubled, up to a maximum of 30 feet.
- It gains a bonus to attack and damage rolls, saving throws, and Strength checks equal to your Intelligence modifier.
- Its hit point maximum increases by an amount equal to your wizard level.

ELIXIR RECIPES

ELIXIR OF CHARM

Ingredients: A rose petal, a piece of parchment with a romantic message, and a hair from a humanoid.

Command: The full name of the humanoid whose hair was used

This potion is made with the freshly plucked hair of a humanoid. If another creature drinks this potion, it must make a Wisdom saving throw against your wizard spell save DC, and does so with advantage if you or your companions are fighting it. On a failed save, the creature is charmed by the humanoid whose hair was used in the potion for 1 hour. While charmed, the creature regards this humanoid as a friendly acquaintance. The charm ends early if the creature takes any damage. On a successful save, the creature isn't charmed and is immune to this effect for 24 hours.

ELIXIR OF NIGHT

Ingredients: An owl feather, pinch of powdered cat's eye, and chocolate.

Command: "Of cat's grace, through darkness' embrace."

When a creature drinks this potion, it gains darkvision out to a range of 60 feet for 8 hours and adds 1d4 to any Dexterity (Stealth) check it makes for the duration. If the creature already has darkvision, its range increases by 30 feet. While the potion is agitated, such as by being shaken or stirred, it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

ELIXIR OF PROTECTION

Ingredients: A snail's shell, sage leaf, and piece of limestone (acid damage), salt crystal (cold damage), red pepper seed (fire damage), piece of iron (lightning damage), or snake fang (poison damage).

Command: "Born of the Material, unscathed by her arms."

When you drink this elixir, your body becomes magically protected against either acid, cold, fire, lightning, or poison damage for 1 hour. You determine the type of damage when you create the elixir. For the duration, any damage of that type that you take is reduced by an amount equal to half your wizard level.

ELIXIR OF RECOVERY

Ingredients: A small piece of dried apple and gold leaf.

Command: "The body, unbroken."

You regain 2d8 hit points when you drink this elixir. This healing increases to 3d8 when you reach 14th level in this class.

ELIXIR OF RESTORATION

Ingredients: A bee's wing, drop of rum, and piece of lemon peel; or a bezoar from a giant goat, hippogriff, or pegasus worth at least 50 gp if the elixir cures the charmed, frightened, or petrified condition.

Command: "The balance, restored."

When you drink this elixir, one condition afflicting you ends. The condition can be blinded, deafened, paralyzed, or poisoned. When you reach 14th level in this class, the condition can also be charmed, frightened, or petrified, but doing so requires the elixir to be made using costly components.

ELIXIR OF TRUTH

Ingredients: A sprig of cherry, a mockingbird feather, and fleck of fool's gold.

Command: Two truths and a lie, each one said when adding an ingredient

When a creature drinks this elixir, it must make a Charisma saving throw against your wizard spell save DC. A creature can choose to fail this saving throw. On a failed save, the creature's eyes become pale and it can't speak a deliberate lie for the next 10 minutes. An affected creature is aware of the elixir's effect and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

ELIXIR OF WITCHFIRE

Ingredients: A piece of charcoal, frog stomach, and thistle leaf.

Command: "Burn in mine fire, for evil most dire."

When a creature drinks this elixir, it takes 3d6 acid damage. The damage increases to 5d6 when you reach 14th level in this class. The poison is nearly tasteless and odorless, but a creature can detect its presence, such as in a food or drink, with a successful Intelligence (Investigation) or Wisdom (Perception) check against your wizard spell save DC.

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Rusty
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