

SYLVAN ELVES

MAY RELEASE



**STATBLOCKS FOR 5E
CAMPAIGNS**

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Credits

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Sylvan Elves

Deep within the Sylvarian Forest, a hidden society of wooden elves thrives in harmony with the ancient woods. Their civilization is as old as the forest itself, and only their eternal leader, the Allfather, knows the origins of both the Sylvarian Forest and the Sylvan Tribe. Rich in unique fauna and flora found nowhere else, the forest continues to flourish.

However, as the forest grows in size, so does the danger posed by those who seek to claim its power for themselves. The Sylvan Elves, as they call themselves, are sworn protectors of the forest, believing that their fate is intertwined with its very existence. Nestled in the canopies of the trees, they reside in wooden cities, living in complete harmony with the forest and its natural cycles, always mindful of taking only as much as they give back.

As more eyes are drawn to the forest and its wonders, the elven tribe alone may struggle to protect their cherished home. Yet, the fate of the forest is no longer bound solely to the elves, but also to the many other creatures who have long ago sworn to call it home and stand in its defense when the time comes.

From the tiniest insects to the mightiest beasts, these creatures form a hidden alliance, ready to rise up in unity against any who would threaten their sanctuary. Bound by their love for the Sylvarian Forest and guided by the Allfather's wisdom, they stand as an unwavering testament to the power of nature and the resilience of life.

Together, the Sylvan Elves and their allies shall defend their beloved forest, preserving its ancient secrets and breathtaking beauty for generations to come. For the Sylvarian Forest is more than just a home - it is a living symbol of the enduring bond between its inhabitants and the mystical world that they have sworn to protect.



The Allfather of the Forest

The Allfather of the Forest, the eldest and most revered among the Sylvan Elves, is considered the First of the Sylvans. His age spans thousands of years, an extraordinary feat no other elf has ever achieved. His power hails from the long-forgotten ancient times when gods walked among mortals. One fateful day, the Elvish Goddess planted two seeds in the ground where the Sylvanian Forest now thrives. From the first seed emerged the first tree, and from the second, its eternal guardian—the Allfather of the Forest.

As the tree gave birth to the forest, the Allfather gave birth to his tribe. The wise and powerful leader of the Sylvan Elves has protected the land and its inhabitants for millennia, believing it to be his divine mother's wish. His wisdom and sword are equally sharp, while his kindness and dedication to the cause remain unmatched. Every creature living in the forest acknowledges him as their ruler, but he humbly declines the title, considering himself merely its protector.

Residing among the elves in the treetop cities, the Allfather safeguards the forest with fearsome force against external threats, while also addressing the daily challenges faced by its inhabitants. His presence serves as a constant reminder of the sacred bond between the forest and its denizens—a testament to the legacy of the Elvish Goddess and the enduring harmony of the Sylvanian Forest.

The Allfather of the Forest

Medium celestial, lawful good

Armor Class 19 (elven scale mail, shield)

Hit Points 237 (25d8 + 125)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	21 (+5)	15 (+2)	17 (+3)	16 (+3)

Saving Throws Con +10, Wis +8, Cha +8

Skills Insight +8, Nature +7, Perception +8, Religion +7

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses truesight 120 ft., passive Perception 18

Languages Celestial, Common, Druidic, Elvish, Sylvan, telepathy 120 ft.

Challenge 16 (15,000 XP)

Proficiency Bonus +5

Celestial Weapons. Allfather's weapon attacks are magical. When the Allfather hits with any weapon, the weapon deals an extra 4d8 radiant damage (included in the attack).

Divine Awareness. Allfather knows if it hears a lie.

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

Legendary Resistance (3/Day). If Allfather fails a saving throw, it can choose to succeed instead.

Innate Spellcasting. The Allfather's innate spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *entangle*, *speak with animals*

3/day each: *dispel magic*, *moonbeam*, *pass without trace*

1/day each: *conjure woodland beings*, *tree stride*

Actions

Multiattack. Allfather makes two melee attacks.

Celestial Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage plus *Hit:* 18 (4d8) radiant damage.

Aura of Regeneration (3/Day). Allfather activates an aura of regeneration with a 30-foot radius. The aura lasts for 1 minute. Each creature of Allfather's choice within the aura regains 20 hit points at the start of its turn.

Legendary Actions

Allfather can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Allfather regains spent legendary actions at the start of its turn.

Detect. Allfather makes a Wisdom (Perception) check.

Cast a Spell (Costs 2 Actions). Allfather casts a spell from its list of innate spells.

Vanish (Costs 3 Actions). To use this Legendary Action Allfather must be within Sylvanian Forest borders. Allfather turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell).



All-seeing Watcher

All-seeing Watcher

Medium humanoid (elf), chaotic good

Armor Class 14 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 35 ft.

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

Saving Throws Dex +6, Wis +6

Skills Animal Handling +6, Nature +3, Perception +6, Stealth +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Druidic, Elvish

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Fey Ancestry. The watcher has advantage on saving throws against being charmed, and magic can't put the watcher to sleep.

Innate Spellcasting. The watcher's innate spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *druidcraft*, *minor illusion*

3/day each: *entangle*, *fog cloud*, *pass without trace*

1/day each: *plant growth*, *spike growth*

Mask of the Wild. The watcher can attempt to hide even when only lightly obscured by foliage, heavy rain, falling snow, mist, or other natural phenomena.

Actions

Sickle. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Bonus Actions

Step of the Forest. The watcher can teleport up to 30 feet to an unoccupied space it can see that is lightly obscured by foliage or other natural phenomena. This ability leaves no trace of its passage.

Reactions

Illusion of the Forest. When a creature the watcher can see targets it with an attack, it can use its reaction to create an illusion of itself in an unoccupied space within 5 feet, potentially causing the attack to miss. The attacker must succeed on a DC 14 Wisdom (Insight) check to discern the illusion, or the attack automatically misses. The illusion lasts until the start of the watcher's next turn.

The All-seeing Watchers stand as the first line of defense for their enchanted homeland. These scouting specialists undergo rigorous training in the druidic arts, tapping into the power of nature to assist them in their duties.

The Watchers' primary responsibility is to patrol the Sylvarian Forest's borders, ensuring that the sanctity of the woodland realm remains undisturbed. They track and deter intruders, preserving the secrecy and safety of their hidden world. Their keen senses, sharpened by their druidic training, enable them to detect even the most subtle disturbances within the forest.

The All-seeing Watchers also excel in the art of animal kinship, forming bonds with the creatures of the Sylvarian Forest. From the swift deer to the watchful owls, the Watchers enlist their allies to serve as additional eyes and ears, gathering vital information about any potential threats.

Although they are seldom seen, the All-seeing Watchers' presence is a constant reassurance to the denizens of the Sylvarian Forest. Their vigilance and unwavering commitment to their sacred duty symbolize the enduring bond between the elves, the Allfather of the Forest, and the ancient woods they have vowed to protect. As long as the All-seeing Watchers remain steadfast, the Sylvarian Forest will continue to thrive, serving as a haven of peace and harmony in an ever-changing world.



Blade Dancer

If an outsider proves to be stubborn and powerful enough to overcome the subtle tactics of the Watchers, the Blade Dancers are summoned; they are the second and last line of defense, with only the Allfather standing above them. Swift as the wind and silent like a falling leaf, they appear at the site of the breach in their sacred land to neutralize any threat.

The Blade Dancers have spent countless hours honing their fencing skills to such a degree that, to the untrained eyes of other elves, it resembles a mesmerizing dance performance. However, the dancers know that not a single unnecessary movement exists in their style; the blades are their partners in the dance, and they become one with the blade.

Intruders to the Sylvan Forest often do not know what has struck them down, and the last thing they may hear is the sound of a falling leaf behind their back. As the guardians of their enchanted homeland, the Blade Dancers work tirelessly to maintain the harmony and sanctity of the Sylvanian Forest, upholding the enduring bond between the elves, the Allfather of the Forest, and the ancient woods they have pledged to defend.



Blade Dancer

Medium humanoid (elf), neutral

Armor Class 16 (leather armor)

Hit Points 78 (12d8 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	15 (+2)	13 (+1)	14 (+2)	11 (+0)

Saving Throws Dex +9, Int +5

Skills Acrobatics +9, Perception +6, Stealth +9, Survival +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Elvish

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Fey Ancestry. The dancer has advantage on saving throws against being charmed, and magic can't put the dancer to sleep.

Evasion. If the dancer is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the dancer instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Mask of the Wild. The dancer can attempt to hide even when only lightly obscured by foliage, heavy rain, falling snow, mist, or other natural phenomena.

Silent as a Falling Leaf. The dancer has advantage on Stealth checks made in natural terrain.

Deadly Strike. The dancer deals an extra 14 (4d6) damage when it hits a surprised creature with a weapon attack.

Actions

Multiattack. The dancer makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Leaf Whirlwind (2/day). The dancer moves up to its speed in a straight line without provoking opportunity attacks. During this movement, the dancer can make one shortsword attack against each creature it moves past.

Bonus Actions

Cunning Action. On each of its turns, the dancer can use a bonus action to take the Dash, Disengage, or Hide action.

Blade Dance (Recharge 5-6). The dancer can make a melee weapon attack against each creature of its choice within 5 feet.

Reactions

Uncanny Dodge. When an attacker that the dancer can see hits it with an attack, it can use its reaction to halve the attack's damage against it.

Shepherd of the Woods

Large plant, neutral

Armor Class 16 (natural armor)

Hit Points 120 (16d10 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	15 (+2)	12 (+1)	18 (+4)	12 (+1)

Saving Throws Con +5, Wis +7

Skills Nature +4, Perception +7

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic

Condition Immunities charmed, frightened, paralyzed, stunned

Senses passive Perception 10

Languages Common

Challenge 7 (2,900 XP)

Proficiency Bonus +3

False Appearance. While the shepherd remains motionless, it is indistinguishable from a tree.

Forest Guardian. The shepherd knows the location of all creatures within 1 mile of it that are in the same forest as it.

Plant Empathy. The shepherd can communicate with plants as if they shared a language.

Regeneration. The shepherd regains 10 hit points at the start of its turn if it has at least 1 hit point and is within a forest.

Actions

Multiattack. The shepherd makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage.

Animate Trees (1/Day). The shepherd magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as the shepherd, except they have Intelligence and Charisma scores of 1, cannot speak, and their challenge rating is 5 (1,800 XP). The animated trees act as allies of the shepherd and obey its spoken commands. They remain animated for 1 hour, until the shepherd dies, or until the shepherd dismisses them as a bonus action.

Bonus Actions

Tree Stride. The shepherd can use 10 feet of its movement to step magically into one living tree within its reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or larger.

Shepherd of the Woods

Over millennia, the ancient trees of the Sylvarian Forest have sprouted countless offspring, and they have begun to feel a growing need to protect their progeny themselves, rather than simply creating more. The Sylvan Goddess, being a mother herself, foresaw this long before the first tree experienced it. In her wisdom, she set in motion an ages-long process in which the trees gradually become more sentient—a process the elves call “awakening.”

Once a tree has awakened, it becomes a great ally for the elves in both protecting the forest and maintaining its integrity. Their wisdom surpasses that of the elves, for the awakening process takes twice the lifespan of an elf, during which time the trees can “feel” their surroundings.

On a daily basis, the awakened trees wander through the forest, guiding its natural cycles. They identify the directions in which the forest should grow and the areas where it should renew itself to prevent diseases that might threaten its well-being. This guidance is invaluable to the Allfather, who relies on their ancient wisdom to protect and preserve the Sylvarian Forest, ensuring the enduring bond between the elves, the Allfather, and the sacred woods they have vowed to defend.



Sheldon

The deteriorating coastal weather in Sheldon's homeland forced his people to migrate in search of a friendlier environment. After weeks of travel, they discovered an ideal location in the "moist forests," a region abundant with small lakes, ponds, and rivers, as numerous as the trees that flourished there. The mild temperature, constant water supply, and natural surroundings provided the perfect setting for Sheldon's tribe to make their home.

In time, they realized that just beyond the forest's opposite edge, several trade routes intersected. A bustling village, dependent on the transportation and distribution of goods throughout the kingdom, thrived near these routes. The villagers soon found Sheldon's tribe, and despite initial apprehensions on both sides, it became evident that they shared a friendly disposition and had much to offer one another.

As a tortoise druid eager to explore foreign cultures, Sheldon took on the role of the primary liaison between the two communities. Through their mutual exchange, the tortoises supplied the villagers with a share of their gathered herbs, medicines, and potions, receiving food and other items they couldn't produce themselves in return.

Personality Trait. "Take your time to observe and understand the world around you. "

Ideal. "Coexistence and mutual help are the foundations of thriving societies."

Bond. "My tribe is my heart and soul, but my brain remains curious."

Flaw. "Being cautious and taking it slow may lead to missed opportunities."



Sheldon

Medium humanoid (tortoisefolk), neutral

Armor Class 15 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	9 (-1)	16 (+3)	12 (+1)	18 (+4)	13 (+1)

Saving Throws Int +4, Wis +7

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

Senses passive Perception 14

Languages Aquan, Common, Druidic

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Herbalism Expert. Sheldon creates herbal remedies, healing salves, and potions of healing during a long rest. He can create a number of potions equal to his Wisdom modifier (4). These potions lose their potency if not used within 24 hours.

Potent Healer. When Sheldon casts a spell of 1st level or higher that restores hit points, it restores an additional 2 hit points.

Trading Expertise. Sheldon has advantage on Persuasion checks when bartering, selling, or purchasing goods related to herbalism, medicines, and potions.

Spellcasting. Sheldon is a 8-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The Sheldon has the following druid spells prepared:

Cantrips (at will): *druidcraft, guidance, mending, resistance*

1st level (4 slots): *cure wounds, detect magic, entangle, purify food and drink*

2nd level (3 slots): *barkskin, lesser restoration, pass without trace, spike growth*

3rd level (2 slots): *dispel magic, plant growth, protection from energy*

4rd level (2 slots): *freedom of movement, locate creature*

Actions

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

Bonus Actions

Calm Emotions (1/day). Sheldon uses a bonus action to exude an aura of calm that suppresses strong emotions within 20 feet of him. Each hostile creature in the area must make a DC 15 Wisdom saving throw. On a failed save, the creature is charmed by the tortoise herbalist druid for 1 minute or until it takes damage. While charmed, the creature is docile and won't attack or harm anyone..

Lori Songbreeze

Born and raised in a city of splendor, teeming with a diverse array of cultures, races, and languages, Lori always demonstrated a keen ear for both music and the art of gathering information. This ever-smiling, content young gnome had a knack for finding small jobs in her bustling city from an early age, allowing her to earn some money for her family while continually developing her skills. Her consistently friendly attitude towards everyone she encountered made her a beloved figure among the many beings she met. As time passed, playing the harp became one of her favorite hobbies, and she grew quite skilled at it.

At the core of Lori's values, kindness and goodwill towards her city and its inhabitants took center stage. Eventually, her talents and compassion led her to join a secret organization called the "Finetuners". The primary mission of this clandestine group was to gather information and share it with the city's authorities and other organizations working tirelessly to maintain order and security, not only within the city itself but also throughout the surrounding lands.

Although Lori is not an exceptional warrior, she has been a witness to her fair share of bloodshed and conflict. Despite the harrowing events of her past, her outlook on the world remains unshaken. She firmly believes that the darkness and deceit lurking in people's hearts can be dispelled only by the laughter of others and the soothing melodies of a well-played tune. This conviction drives her actions, making her a steadfast beacon of hope and light in a world that often seems shrouded in shadows.

Personality Trait. "Always look on the bright side of life. "

Ideal. "A simple act of compassion can make a significant difference in someone's life."

Bond. "My city and my music are the two things I cannot live without."

Flaw. "Optimism can make me overlook the harsh realities of a situation. "



Lori Songbreeze

Medium humanoid (gnome), chaotic good

Armor Class 14 (leather armor)

Hit Points 22 (5d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	10 (+0)	15 (+2)	10 (+0)	18 (+4)

Saving Throws Dex +5, Cha +5

Skills Acrobatics +5, Deception +5, Insight +2, Perception +2, Performance +5, Persuasion +5, Sleight of Hand +5, Stealth +5

Senses darkvision 60 ft., passive Perception 12

Languages Common, Gnomish, Thieves' Cant

Challenge 3 (700 XP)

Proficiency Bonus +2

Gnome Cunning. Lori has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Hidden Blade. Lori has advantage on attack rolls during the first round of combat.

Actions

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

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Spellcasting. Lori casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: *mage hand*, *vicious mockery*, *minor illusion*
3/day each: *cure wounds*, *faerie fire*, *invisibility*
1/day each: *dispel magic*, *leomund's tiny hut*

Whispered Secrets (Recharge 5-6). Lori uses her action to quietly communicate a piece of valuable information to one or more allies within 30 feet. This information can be used to gain advantage on their next ability check or attack roll, but must be used within the

Bonus Actions

Bardic Inspiration (4/day). Lori grants one creature within 60 ft. a Bardic Inspiration die (1d8) that can be added to one ability check, attack roll, or saving throw within the next 10 minutes.

Reactions

Eavesdropper. Lori uses her reaction to listen in on nearby conversations or observe her surroundings, gathering valuable information. She gains advantage on Insight and Perception checks for this purpose.

Aska Metalclaw

As a young gnome adventurer, Aska experienced a fascinating childhood. While still a child, she traveled extensively with her parents, who were brilliant inventors and engineers, trading their innovative creations. Aska herself possessed a talent for invention and she even crafted many of her own toys during her youth.

One fateful day, while journeying from one city to another, Aska's family fell victim to a brutal attack. They were murdered and robbed, but Aska managed to survive thanks to her quick-thinking grandmother. Knowing that Aska would impulsively try to help her family and risk becoming another casualty, her grandmother hid her in some bushes and cast a "Sleep" spell on her, along with some other minor illusions.

Eventually, Aska was discovered by a human barbarian tribe living in the area where the attack took place. Adapting to their simple way of life took time, but the barbarians eventually welcomed her as a full-fledged member of their tribe. Among the tribe's animal companions, Aska developed a particular fondness for bears, admiring their tenacity and endurance. This affinity inspired her subsequent inventions, which began to take on bear-like features.

Aska's most treasured creation is her Steel Bear – a sentient, invaluable companion on her adventures. It is a fully conscious mechanical marvel that, with the assistance of the tribal shamans, was infused with the spirit of a bear.

Personality Trait. "Determination and creativity will help you overcome every challenge."

Ideal. "Harmony between nature and technology is essential for a sustainable future."

Bond. "My family may be gone, but their spirit lives on in my work. "

Flaw. "I never give up, even when I should."



Aska Metalclaw

Medium humanoid (gnome), chaotic neutral

Armor Class 17 (enhanced chain mail)

Hit Points 58 (9d8 + 18)

Speed 25 ft. (40 ft. while mounted)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	14 (+2)	17 (+3)	12 (+1)	9 (-1)

Saving Throws Con +5, Int +6

Skills Arcana +6, Perception +4, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Gnomish, Undercommon

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Gnome Cunning. Aska has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Weapon of Own Creation. While attacking with her musket, Aska uses her Intelligence modifier in place of Strength of Dexterity modifier for the attack and damage rolls.

Steel Bear. Aska is accompanied by her loyal steel bear companion. The steel bear acts on its own initiative, but otherwise obeys Aska's commands.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Musket. *Ranged Weapon Attack:* +6 to hit, range 40/120 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

Spellcasting. Aska casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *feather fall, mending, message*

3/day each: *enlarge/reduce, expeditious retreat, levitate*

1/day each: *fabricate, wind wall*

Bear's Strength (1/day). Aska calls upon the spirit of the bear to grant her the strength and resilience of the mighty beast. While her steel bear is within 30 feet of her, she gains advantage on Strength checks and Strength saving throws and regains 4 (1d8) temporary hit points at the start of each of her turns. This effect lasts for 1 minute or until the steel bear is reduced to 0 hit points.

Bonus Actions

Aim Down Sights. Aska takes careful aim with her musket, granting her advantage on her next attack roll with it. This effect ends if she moves or takes any other action before making the attack.

Command Steel Bear. Aska commands her steel bear to attack, dash, disengage, or help as a bonus action.

Steel Bear

Large construct, neutral

Armor Class 16 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	4 (-3)	10 (+0)	6 (-2)

Saving Throws Dex +3, Con +5

Skills Athletics +4, Perception +2

Senses passive Perception 12

Languages understands Gnomish and Undercommon

Challenge 2 (450 XP)

Proficiency Bonus +3

Immutable Form. The bear is immune to any spell or effect that would alter its form.

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

Actions

Force-Empowered Rend. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) force damage.

Reactions

Defensive Pounce. If the bear is within 5 feet of Aska when she is targeted by a melee attack, the bear can use its reaction to impose disadvantage on the attack roll.



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