

Legendary Villains: Dark Druids

By Clinton J. Boomer, Jason Nelson, and RJ Grady



Legendary Villains: Dark Druids



SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with references to the official System Reference Document (SRD) and [5eSRD](#). If it is in the core 5E rules, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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Legendary Villains

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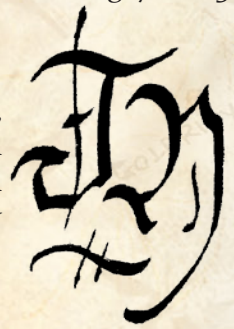
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WHAT YOU WILL FIND INSIDE LEGENDARY VILLAINS: DARK DRUIDS (5E)

Druids have long been an afterthought in RPGs, relegated to the sidelines of adventure as harmless hermits or tree-hugging environmentalists. NO LONGER! Though little noticed, evil alignments have been open to druids since the dawn of 3rd Edition, and in a wilderness-based campaign they make magnificent and malevolent menaces. This product discusses the role of druids as villains and introduces the concept of the Umbral Wood, a transplanar wilderness that reaches across the Shadow Plane, the Fey Realms, and into the Material Plane. Deep in the heart of this blackest forest lies the realm of the Midnight Master, a debauched and debased deity that embodies every awful possibility that might darken the heart of a corrupted warden of the wilderness. What follows is a collection of archetypes and druid spells. With over 30 new rules elements, *Legendary Villains: Dark Druids (5E)* offers a bevy of options for making your 5th Edition druids dangerous and deadly!

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none, allowing you to enliven and enrich your campaign in amazing and exciting ways. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



- Jason Nelson

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DARK DRUIDS

This product is a celebration of the dark and dangerous side of nature. Where most druids are hermits and recluses, benign guardians of the wilderness and its creatures or silent avengers of the ravages of civilization, it is often forgotten that evil is a valid alignment for druids. There are druids devoted to dark paths of destruction, who see nature as a ripe field ready for plucking, and they its true masters. They see nature as a tool for their own aims, a thing to be understood and mastered and turned to fell purposes, not some sentimental exercise in caretaking and husbandry. An evil druid may be evil first and druid second, or they may see their evil as a natural outcome of the savagery and primal ruthlessness of the wild. Mercy is weakness and hesitation is vulnerability. They are the hunters and every living thing is their prey, whether they choose to walk on two legs, four legs, or none at all.

DRUIDIC FOCUS: UMBRAL FETISHES

The powers of the dark druids draw from poisonous roots and bitter well-springs from which inhuman ideas take strange shape and begin to breathe in their obscene life. Rather than a traditional druidic focus like a sprig of mistletoe or a yew wand, some use a different kind of druidic focus: the umbral fetish. It is a powerful effigy of hair, twigs, and blood.

As a GM you will find that you must decide several things, the first of which is the specific appearance of such an object. Is each token unique? If so, do their disparate designs demonstrate any recognizable pattern? Do the tokens incorporate writing, pictograms, or runes in any intelligible language? Are they crafted of particularly exotic materials? Are they formed of raw, untreated substances or are they painted, dyed, or colored in some way? Does the druid who carries such a symbol handcraft their own token, or is each such object a trophy given by higher-ups, long ago ordained to the cult in an unbroken procession back to the unknowable founding of the faith?

In addition to adding flavor and verisimilitude to your campaign, you will find that making such decisions aids greatly in rules-adjudication. For example: is identifying an umbral fetish a medium or hard Intelligence (Religion) check?

Above all, the object should be unsettling: equal



parts scarecrow doll from *Blair Witch Project* and creaking, nest-like devil's trap from *True Detective*; it should evoke the deep woods of *Evil Dead* and the quiet, lonely dread of *Slender*.

ON THE UMBRAL WOOD

Those who carry with them an umbral fetish unanimously bear the sign of the Umbral Wood, a legendary and mysterious dark forest of pale and shifting shadows, stalked by unearthly and unseen predators, a place inimical to safety and sanity, life and light.

So ... what is this place? That a decision you'll need to make within your own campaign world, and there are several options available. It could be ...

- A real location, haunted and strange, called holy by a living and growing faith,
- A particularly wild section of the Plane of Shadow, co-terminus to the real,

- A blasphemous shard of the Realms of Faerie, oozing across unclean borders,
 - An ancient and long-ago destroyed place, the ghostly home to a forgotten god,
 - A wandering, spectral blot in the mist that appears only when certain stars shine,
 - A possible future, reaching back through ages to a time when humans still lived,
 - A floating prison-demesne to a particularly weird – and wicked! – demon or devil,
 - A seed from another, more awful plane of existence, putting down thick roots,
 - any of a dozen other intriguing possibilities.
- Perhaps it was once the home of a winter-worshiping assassin-warrior cult, uprooted and destroyed; yet the land itself had achieved a kind of sentience ... and with it, something that we might understand as lich-dom. Now, it appears again only when the full moon glares down upon fog-shrouded cedars and blood runs black into the hungry earth.

In addition, you may wish to mix and match these options: you might decide that the Umbral Wood is a permanent fixture in the Plane of Shadow, sliding back and forth between points in the living realms and the far-off lands of the Fae with the turning of the moon, as steady as heartbeat. It may even be a transitive demiplane all its own, that grows within and through the Material Plane, the Fey Realms, and the Shadow Plane. Such a transdimensional woodland might then contain the seeping essence of a particularly vile beast – one that might be called a god by mortals – chained in place but gaining strength with each murder made in its name.

Or it might be something else entirely. No matter your choice, it should be a place of mystery: beautiful and deep, foreboding and ominous, crypt-quiet and starkly terrifying by turns, never truly comprehensible to

any mortal mind.

If you choose to make your own Umbral Wood particularly primordial, feral and aggressively untamed, you might select to make those who serve it chaotic: either exclusively or in addition to being palpably and overwhelmingly evil. If, instead, the dark forest is a cold, precise and clockwork domain as utterly devoid of joy as it is compassion, then you might choose to make it lawful. In either instance, Neutral, non-Evil druids may serve the wood – a complication your players will likely not be expecting.

A mysterious fey overlord rules the Umbral Wood, often called the Nightwalker Prince or the Dark Lord of Pain. Whether he is truly a deity in his own right, a masked avatar of a different power walking in the woodlands, or simply a mighty and cunning trickster from the far depths of the fey realms or the Plane of Shadow is unknown, as his priests are highly secretive and their dark master even more so, cultivating isolated circles of dark druids as his cultists with little knowledge of others in the cult but whatever shadowed secrets their sinister masters dispense to them.

ON DRUIDS AS VILLAINS

Druids make uniquely captivating and intriguing villains because they are, above all, familiar-seeming creatures who are also fundamentally *alien*; even the most bloodthirsty vampire-prince, tyrannical lich-king or cruel-hearted undying warlord is assumed to have some recognizable, sane and human-like desires, drives or emotions. Not so the wicked forest-dwelling wood-worshiper; she has devoted her life to something utterly incomprehensible, and her motives are— in all ways— quite a bit beyond the grasp of the unenlightened. And yet the dark druid was also once human, or something very much like it: as opposed to a dragon or demon-



lord, elder god or aberration or nameless terror from beyond outer stars, the blood-letting servant to the shadowy wilderness was once a child ... and once counted other humans as her family and even friends. A dark druid is remarkably different from a "normal" member of her species.

Rejection of Technology. Though your game presumably takes place in a fantastic world of elves and wizards, where physical laws are more mutable, it is assumed that most humans there still love what few comforts of civilization might be had: warm beds, thick blankets, hot soup and fresh bread on a mid-winter's night. Yet the dark druid instead chooses shrieking wind, icy mud and gnarled black roots in the trackless wood, often preferring death to the loss of power which girding herself in steel would bring. In a realm where electricity, refrigeration, literacy and germ-theory are cutting-edge science, the dark druid is all the more horrifying for literally *choosing* to go without technology for the sake of magical might. When the light of all knowledge is extinguished, only the dark druids will smile.

Rejection of Humanity. The humanoid races are fundamentally corrupt, and like a weed, an infestation, or even a virus they must be exterminated, or at the very least the herd must be culled of its weak and sickly so that the strong may survive and assume their rightful place at the head of the pack. Dark druids are more at home among the feral beasts of the wild than in civilized society. They may seek vengeance for some real or imagined slight and engage their power over nature to bring ruin upon those who have wronged them. Alternatively, they may have little true antipathy for the humanoid world, but rather feel an amoral dissociation from it, the sense that humanoid concerns are no longer theirs and that they have become wholly one with the wild, its two-legged avatar, savage guardian, or terrible taskmaster.

Rejection of Rationality. Wizards and alchemists study and practice for their spells and formulae; warriors and thieves train with their chosen tools to achieve mastery. Even priests go about the performance of good works, spreading the name of her faith. The dark druid, however, not only contemplates the most awful of mysteries but gains her power not from them.

By accentuating the otherworldly, insane rejections of a dark druid, you can make her all the more memorable as a villain.

DRUID CIRCLES

The following archetypes represent several paths that druids with a sadistic and evil bent might adopt.

CIRCLE OF THE DARKWOLVES

Darkwolves are druids that intentionally expose themselves to the curse of lycanthropy, attenuating its advance through eldritch rituals and allowing them to change slowly but surely into a special type of werewolf.

SKIN-CHANGER

Unlike a true lycanthrope, darkwolves do not pass on the curse of lycanthropy with their bite, and they are themselves immune to the curse of lycanthropy. Starting at 2nd level, if outdoors at night when the moon is visible, you can regain 1 use of Wild Shape; you must finish a short or long rest before regaining another use.

WAR FORM

Starting at 2nd level when you choose this circle, you can use Wild Shape to take the form of a wolf or dire wolf.

Starting at 6th level, you can use Wild Shape to take the form of a werewolf in hybrid or wolf form, though you still do not transmit lycanthropy.

You may use a bonus action to Wild Shape into a War Form.

RED IN TOOTH AND CLAW

Starting at 6th level, while you are using Wild Shape, your natural attacks count as magical for the purposes of resistance and immunities.

PACKMASTER

Starting at 10th level, when you conjure any kind of wolf or dire wolf with a spell, the summoned wolves gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks not made with silvered weapons. The natural attacks of these wolves deal bonus damage equal to your proficiency bonus.

BLOOD RAGE

Starting at 14th level, when you are in War Form, you can use a bonus action to make a single bite or claw attack. Additionally, when you are in War Form, you may use your own proficiency bonus when making a natural attack.

CIRCLE OF ROT

Something slick and black stirs within you, composed of that raw, unmatched power which rages in the wild; where you stride, cities shake and fall. You are the slow but unstoppable force of a hideous and inhuman world behind the illusions of shelter, love and warmth — one without a word for mercy.

CIRCLE SPELLS

Your mystical connection to the power of ruin infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells connected to the dark powers.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Druid Level	
3rd	<i>darkness, magic weapon</i>
5th	<i>animate dead, bestow curse</i>
7th	<i>blight, death ward</i>
9th	<i>contagion, dominate person</i>

GRIM ARMAMENTS

When you choose this Circle at 2nd level, you are no longer prohibited from wearing metal armor. You gain proficiency in martial weapons.

EXTRA ATTACK

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

AURA OF COURAGE

Starting at 10th level, you and friendly creatures within 10 feet of you can't be frightened while you are conscious.

CHAMPION OF ROT

When you reach 14th level, you become immune to disease. Friendly creatures within 10 feet of you



are immune to disease while you are conscious; if a friendly creature is already infected by a disease, the effects are suppressed while they are within this radius.

When you cast a druid spell that targets one or more hostile creatures, you may use a bonus action to make a single weapon attack.

CIRCLE OF THE UMBRAL WOOD

Ordained as one of the sinister albino druids, you carry with you into the wider world a powerful effigy of hair, twigs, and blood that crawls with the deepening cold of the hallowed hunting grounds.

BONUS CANTRIPS

When you choose this circle at 2nd level, you learn the minor illusion and ray of frost cantrips.

CIRCLE SPELLS

Your mystical connection to the fell power of the dark forest infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells connected to the umbral wood.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the

number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Druid Level	
3rd	<i>invisibility, ray of enfeeblement</i>
5th	<i>animate dead, fear</i>
7th	<i>blight, phantasmal killer</i>
9th	<i>dream, tree stride</i>

DARK DRUID

Your druidic focus is always an umbral fetish. Without it, you lose all features granted by this circle.

SHADE OF THE UMBRAL WOOD

When you reach 6th level, you gain one of the following aspects. Each shade aspect grants a class feature, and a new class feature at 10th level.

Burning Shade

For the Lord of Pain you gladly build — with trembling hands — a black pyre from spilled ichor and still-shrieking flesh. When you deal fire damage with one of your spells, instead of rolling damage dice, you can instead deal the maximum possible damage. You must complete a short or long rest before using this feature again.

Starting at 10th level, you can spend two uses of Wild Shape to take the form of a fire elemental.

Feral Shade

Your intellect is submerged into a bestial state of mind, and you have a vile affinity for savage beasts. You always have conjure animals prepared and it doesn't count against the number of spells you can prepare each day. Animals you conjure with this spell carry sewer plague, and their natural attacks deal bonus necrotic damage equal to your proficiency bonus. While using Wild Shape, your natural attacks transmit sewer plague as

well.

Starting at 10th level, you can Wild Shape into the form of a beast with a CR of 1/3 your druid level or less (rounding down).

Frozen Shade

You disdain all flame, and things touched by fire, including cooked food. Whenever a creature fails a saving throw and takes cold damage from one of your spells of 1st level or higher, it is slowed (as the slow spell) for 1 round. Spells that do not allow a save do not slow creatures.

Whenever you cast a spell, you may infuse the magic with cold with your bonus action. Creatures affected by the spell take 1d4 cold damage, in addition to the usual effects.

Starting at 10th level, you always have cone of cold and ice storm prepared and they don't count against the number of spells you can prepare each day.

Grim-Masked Shade

Your personal umbral fetish is incorporated into a hideous mask, which you must wear to benefit from this feature. The dreadful, soulless gaze of your awful fetish-effigy allows you to reach much farther with your terrible magics. When you cast a spell with a range of Touch that requires a spell attack roll, you can instead target one creature within 30 feet that you can see and make a ranged spell attack.



Starting at 10th level, when you cast a spell that targets only one creature and doesn't have a range of self, you can target a second creature in range with the same spell. To be eligible, a spell must be incapable of targeting more than one creature. You must finish a short or long rest before targeting a second creature with this feature again.

Iron Shade

You have willingly made your flesh a canvas for the agonizing art of your fellow cultists of the Dark Lord of Pain, and have shown them the full measure of your cruel inventiveness in turn - all under the black, ever-watchful gaze of the Dark Lord's most pious. You are no longer prohibited from wearing metal armor, and you gain proficiency with martial weapons. You always have *unwilling bond** prepared and it doesn't count against the number of spells you can prepare each day.

Starting at 10th level, you can use a bonus action to make a single weapon attack.

Scourged Shade

Your appreciation of pain grants you great stamina. If you drop to 0 hit points and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

Starting at 10th level, you gain resistance to psychic damage. At the beginning of each of your turns, you receive temporary hit points equal to your Wisdom modifier.

Silent Shade

Your eyes turn a fathomless and inky black while doing reveling in these obsidian gifts, as a mark of your god's favor. You gain proficiency in Stealth. Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases to 3d6 at 10th level, 4d6 at 14th, and 5d6 at 18th.

Soul-Bound Shade

Your ties to darkness have grown ever more potent, capable now of imbuing living flesh with the

black, cold power of the Dark Lord of Pain's subtle strength. You forge intangible chains of obsidian obligation between yourself and the base and bestial creatures who serve you, making yourself into a likeness of the Prince of Pain himself. You always have *unwilling bond** and warding bond prepared and they don't count against the number of spells you can prepare each day. As an action, you can spend one use of Wild Shape to instead take on a shadowy form; this works like *blur* with a duration of 1 minute.

Starting at 10th level, when you cast conjure animals, the conjured creatures grant you a +2 bonus to AC if the creature is within 5 feet. You can gain this bonus from only creature. Additionally, the conjured creatures gain a damage bonus equal 1/2 your level when they make an opportunity attack.

Subtle Shade

Your secret devotion to the Dark Lord of Pain is hidden in depths of cold emotion so murky and still that true knowledge of your heart's desire cannot be obtained by mere mortal intrigue, nor by their feeble magics. You walk the wider world beyond the woods, a wolf amongst sheep, ever careful and always watching. Your scars, wounds, brands, piercings, tattoos and other signs of ecstatic worship at the feet of the Dark Prince fade from your flesh; you may pass as a normal, unmarked and unremarkable member of your species. You gain proficiency in Deception. You always have *charm person* and *disguise self* prepared and they don't count against the number of spells you can prepare each day; these count as druid spells for you.

Starting at 10th level, you are constantly protected by *nondetection*. You can raise or lower this effect at will on your turn.

Thorn-Wreathed Shade

The dark heart of the woods flowers beneath your flesh; jagged vines of unwholesome life run in tandem with black veins and coil around your bones, blooming in long, pale needles through your skin. As it grows, the entirety of your form begins to dance to the power of that hidden garden which sprawls, unseen, through your mansion of meat. You have given up much, to hold such power inside the cage of your aching body, but the blades of an alien forest dance to your whispered song.

When you make an unarmed strike or natural attack, you may choose to deal 1d6 piercing damage

instead. This damage increases to 1d8 at 11th level and 1d10 at 17th level. This damage is also considered magical. When you use Wild Shape, you can take the form of a plant creature with a CR of 1 or less.

Starting at 10th level, you can expend two uses of Wild Shape to take the form of a shambling mound.

Unhallowed Shade

Through inhumanly-prolonged study of your god's complex, dualistic tenets as laid down in the unholy texts of the Dark Lord of Pain, mingled with ecstatic vision-quests, mortification of the flesh and dark inner journeys through self-inflicted deprivation, you have achieved an understanding of your god's will unattainable by any sane mind. These cycliced rituals of excruciation, denial, indulgence, solitude and joyous sacrifice have yielded up to you incredible gifts, and your soul swims in the deepest and most unnatural of secrets. Choose two necromancy spells from any class spell list. They must be of a level you can cast. These spells count as druid spells for you. You always have *darkness* prepared and it doesn't count against the number of spells you can prepare each day.

Starting at 10th level, you gain darkvision 60 ft., which allows you to see even in magical darkness.

Weird Magic

When you reach 14th level, choose two spells, of any class, of the illusion or necromancy school. They must be of a level you can cast. These spells count as druid spells for you.

CIRCLE OF THE UNSEELIE

Unseelie ovates are druids that commune and cavort with the darkest and most fell of the fey, treading into beshadowed realms beyond dream and into nightmare, with a penetrating wildness of heart and raw and vicious spirit.

BONUS CANTRIP

When you choose this circle at 2nd level, you learn the minor illusion cantrip.

CIRCLE SPELLS

Your mystical connection to the unseelie infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells connected to the fey.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Druid Level	
3rd	<i>sleep, haunting mists*</i>
5th	<i>fear, unadulterated loathing*</i>
7th	<i>conjure woodland beings, dimension door</i>
9th	<i>dream, geas</i>



FAERIE FORM

Starting at 6th level, you can use your wild shape to take the form of a Small or Medium fey of CR 1/2 or less.

While you are transformed, the following rules apply:

- You retain your Intelligence, Wisdom, and Charisma, but gain the Strength, Dexterity, and Constitution of the fey creature. You gain the fey's speed in all modes of movement. You gain any special senses of the fey, as well as traits like Keen Smell or Keen Senses that grant advantage on Wisdom (Perception) checks. You gain any proficiencies of the fey you do not possess, excepting Intelligence, Wisdom, and Charisma skills other than Perception. You also gain the fey's natural attacks, if any, using its proficiency bonus if higher. If the creature has the same proficiency as one would gain, and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours.
- When you transform, you assume the fey's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in fey form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the GM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or



merge with it. Equipment that merges with the form has no effect until you leave the form.

At 10th level, you can take the form of a Tiny or Large fey, and you can choose a fey creature up to CR 1.

FEY MIND

At 10th level, magic can't put you to sleep, and you have advantage on saving throws against being charmed or frightened. As an action, you can end a spell or magical effect that has made you charmed or frightened.

DARKVISION

At 14th level, you gain darkvision 60 ft. If you already have darkvision, you can instead gain +30 ft. to your darkvision.

SPELLS

The following spells are accessible to all druids, though they are particularly popular among dark druids of the Lost Lands and the Umbral Wood.

DRUID SPELLS

2ND LEVEL

Tall Grass

3RD LEVEL

Bloodspear

4TH LEVEL

Algal Bloom

Nightwing Dusk

5TH LEVEL

Fey Crossroads

Lightning Field

Threefold Thunder

7TH LEVEL

Wyvern Watch

8TH LEVEL

Drought

OTHER SPELLCASTERS

At the GM's option, some of these spells may be available to members of other classes.

BARD SPELLS

2ND LEVEL

Haunting Mists

3RD LEVEL

Unadulterated Loathing

5TH LEVEL

Fey Crossroads

RANGER SPELLS

3RD LEVEL

Bloodspear

SORCERER SPELLS

5TH LEVEL

Lightning Field

Threefold Thunder

7TH LEVEL

Wyvern Watch

WARLOCK SPELLS

3RD LEVEL

Bloodspear

4TH LEVEL

Nightwing Dusk

5TH LEVEL

Lightning Field

Threefold Thunder

7TH LEVEL

Wyvern Watch

WIZARD SPELLS

2ND LEVEL

Haunting Mists

3RD LEVEL

Unadulterated Loathing

5TH LEVEL

Lightning Field

7TH LEVEL

Wyvern Watch

NEW SPELLS

ALGAL BLOOM

4th-level conjuration

Casting Time 1 action

Range 60 ft.

Components V, S, M (a pinch of dried algae)

Duration Concentration, up to 10 minutes

You conjure dangerous green algae. Choose one of the following effects.

Create Slick. You can create one 30-foot

square area of cloying green algae. The algae floats on the surface of liquid and blocks line of sight into or out of the water. In addition, swimming creatures touching it must succeed on a Reflex save or be coated with the slippery algae, affecting them as *grease* (as the spell). A creature coated in algae has disadvantage on Dexterity (Stealth) checks, and its location is clearly visible even if the creature itself is invisible. You can create this algae on land, in which case it affects all surfaces within the target area as grease, but it dries out quickly, reducing the maximum duration to 1 minute.

Caustic Slime. You can create a 10-foot square of slimy green algae that floats on water. When

you create the slime, each creature in the area must succeed at a Dexterity saving throw or contact the slime. Any creature that comes into contact with the slime takes 1d10 acid damage, and again at the beginning of its turn until the slime is destroyed or scraped off. Any effect that deals cold, fire, or radiant damage, or that harms plants, instantly destroys an area of caustic slime. An affected creature can use an action to remove the slime with a successful Dexterity saving throw. It can also be removed by a small amount of any damage source that destroys an area of slime; for instance, a lit torch can be used to burn it off.

Animated Slime. You conjure animate piles of slimy algae. You summon three creatures that appear in unoccupied spaces within range you can see. Each has the characteristics of an *ochre jelly*, but is considered a *plant*. Any creature harmed by the slime is exposed to *sewer plague*. The summoned creatures are friendly to you and your companions and understand your verbal commands. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the area of the slick increases by 10 feet for each slot level above 4th, or the area of caustic slime increases by 5 feet on a side for each slot level above 4th.

If a higher-level slot is used to summon an *ochre jelly*, the spell will summon two creatures if a slot of at least 6th level is used, and three if a spell slot of at least 8th level is used.



BLOODSPEAR*3rd-level transmutation***Casting Time** 1 action**Range** self**Components** V, S**Duration** Concentration, up to 1 minute

You touch a nonmagical javelin, spear, or pike. The target weapon drips blood but also sheds the blood of your enemies. If you hit a creature with the bloodspear, you deal an additional 1d8 necrotic damage and recover half as many hit points as the additional damage. Constructs and undead are unaffected. If you make a thrown weapon attack with the weapon, it returns to you at the beginning of your next turn. If you do not have a free hand, it falls at your feet.

DROUGHT*8th-level transmutation***Casting Time** 10 minutes**Range** Self (5-miles radius)**Components** V, S, M (dust the bed of a dry body of water)**Duration** Concentration, up to 24 hours

You cause all exposed water sources to ebb away and dry up. All bodies of water that you can see when you cast the spell have their depth lowered by 30 feet, to a minimum depth of a few inches. For the duration, it is always clear with no precipitation. Saving throws to resist the effects of thirst and heat are at disadvantage. After 24 hours, ordinary, nonmagical plants die. Creatures that do not eat or drink are unaffected.

If you cast this spell over 8 hours, you can reduce the range to a 1-mile radius but make the duration 1 year.

FEY CROSSROADS*5th-level conjuration***Casting Time** 1 minute or 10 minutes (see below)**Range** Touch**Components** V, S**Duration** 8 hours

To create a *fey crossroads* you must be at an actual crossroads where two or more paths, roads, trails, or streets intersect, allowing you to cast this spell as a standard action. If no such

crossroads exist, you can create one by treading back and forth repeatedly along two intersecting lines to create an impromptu crossroads, requiring 10 minutes; if you are interrupted during the creation of the crossroads, the spell fails. Once the crossroads is established and the *fey crossroads* spell completed, you and any creature you touch traverse into the numinous verges of the Fey Realms that glide along coterminously with the Material Plane. You can take more than one creature along with you on this journey through the *fey crossroads*, but all must be touching each other.

Traveling through the *fey crossroads* uses weird magic that stretches time and space. As long as the caster and all passengers uses an action each round, they travel through extraplanar space at a pace of 500 feet per round, or a brisk 50 miles per hour. While traveling you can see a distorted version of the Material Plane. You can perceive the environment of the material plane well enough to see landmarks and settlements, but you cannot perceive things like individual creatures, writing, or actions. While traveling you cannot interact; any kind of physical interaction in the Fey Realm causes the spell to end and all travelers to reappear on the Material Plane at the nearest crossroads within 500 feet; if there isn't one, you appear 1d10 x 50 feet in a random, unoccupied, and likely secluded place. You can stop at a known crossroads to you. You can instead stop at a familiar or perceived location, appearing within 1d0 x 50 feet of your intended destination, usually on a road or crossroads adjacent to it if such a thing exists.

A *fey crossroads* can be used to cross the Fey Realms into other planes that border upon it (GM's discretion), though the time and distances involved can be unreliable. Traveling through the surreal delights of the Fey Realms is highly disturbing to the mortal psyche, and the hallucinatory revels they experience drain the body as well. Hence, any non-fey creatures traveling through a *fey crossroads* take 1d6 points of psychic damage and suffer one level of exhaustion when they return to the Material Plane. A DC 13 Wisdom save negates these negative effects. Creatures gain any benefits they have on this saving throw as though it were a spell cast by a fey creature. If a creature is reduced to 0 hit points by this psychic damage, they are stable, but unconscious for 1 hour.

The deleterious effects of this spell can be

reduced or eliminated entirely if the caster or a creature targeted with this spell provides a suitable performance for the benefit of the fey spirits that gather around a *fey crossroads*. This increases the casting time to 10 minutes and requires performers to use actions. Each Charisma (Perform) check, or an ability check using a suitable instrument, can be used in place of the saving throw result of any of the travelers.

HAUNTING MISTS

2nd-level illusion

Casting Time 1 action

Range Self (30-foot radius)

Components V, S

Duration Concentration, up to 10 minutes

An illusion of misty vapor inhabited by shadowy shapes arises around you. It is stationary. The illusory mist heavily obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away is lightly obscured. All creatures within the mist must make a Wisdom saving throw. On a failed saving throw, a creature takes 1d10 psychic damage and is frightened. The frightened condition lasts as long as the creature remains in the mist.

LIGHTNING FIELD

5th-level evocation

Casting Time 1 action

Range Self

Components V, S

Duration Concentration, up to 1 minute

You surround yourself with an aura of crackling electricity, shedding light as a torch. You gain resistance to lightning damage, and any creature within 5 feet who hits you with a melee attack takes 2d8 lightning damage. This damage also applies to creatures who attempt to touch you, including to grapple or shove, even if they are unsuccessful. A creature using an engulf or swallow attack against you takes an additional 1d8 lightning damage, regardless of whether the attempt succeeds. Any weapon, natural attack, or unarmed strike you use deals 1d8 lightning damage on a hit, in addition to the base weapon damage.

NIGHTWING DUSK

4th-level conjuration

Casting Time 1 action

Range 150 ft.

Components V, S, M (pitch and a bat wing)

Duration Concentration, up to 10 minutes

You conjure three *bat swarms*, which must be summoned so that each swarm is adjacent to at least one other swarm. You may summon them so that they share the area of other creatures. Each swarm is stationary after being summoned and will not pursue fleeing creatures. The illumination level in a space occupied by a bat swarm is filled by magical darkness, as the *darkness* spell. This darkness dissipates if the bat swarm is killed.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the number of bat swarms increases by 1 for each slot level above 4th.

TALL GRASS

2nd-level transmutation

Casting Time 1 action

Range 150 ft.

Components V, S, M (a blade of grass)

Duration Concentration, up to 1 hour

You cause grass in a 20-foot square to grow to a height of 10 feet, making all vision through the *tall grass* heavily obscured beyond 5 feet. Large or smaller creatures within the *tall grass* are lightly obscured when within 5 feet of another creature. Huge or Gargantuan creatures are obscured within the *tall grass* only if they are prone. Creatures within the area have disadvantage on their first saving throw against a plant-based spell (such as *entangle* or *plant growth*).

You can increase the size of the square to 30 feet by making the grass 5 feet tall. If you do, vision is heavily obscured beyond 5 feet at a height of 5 feet. Medium or smaller creatures in the area are obscured when within 5 feet of another creature, and Large or Huge creatures can only be obscured if they are prone.

This spell cannot be cast indoors, underground, or on a worked stone surface, nor in arctic terrain such as ice or very deep snow. It can be cast on any other type of horizontal natural surface. If cast underwater or in boggy terrain, *tall grass* grows from the ground up and may be partly submerged and partly extending above the waterline.



THREEFOLD THUNDER

5th-level evocation

Casting Time 1 action

Range 300 ft.

Components V, S

Duration Instantaneous

You unleash three shattering peals of thunder emanating from a point you designate. The first peal deals 1d8 thunder damage and deafens creatures within a 60-foot-radius for 1 minute. The second peal deals 1d8 thunder damage and makes creatures stunned in a 30-foot-radius until the beginning of your next turn. The third peal deals 1d8 thunder damage and knocks creatures prone in a 10-foot-radius. The effects of the *threefold thunder* stack in the areas where they overlap. Creatures in the area must make a Constitution saving throw. On a successful save, they are not deafened, stunned, or knocked prone. Beasts and monstrosities with Intelligence of 2 or less are frightened for 1 minute on a failed save, in addition to the above effects. A creature that is frightened by this spell must take the Dash action and try to move as far away as possible from the peals, and then the caster. A creature that ends its

turn at least 60 feet away can make a Wisdom saving throw each round; on a success, it is no longer frightened.

UNADULTERATED LOATHING

3rd-level enchantment

Casting Time 1 action

Range 30 feet

Components V, S

Duration Concentration, up to 24 hours

You fill the target with a terrible loathing aimed at a specific creature. At the time of the casting, you designate a single creature as the object of the target's revulsion. Thereafter, the target does all it can to remain at least 60 feet away from the object of its loathing. As soon as the target moves within this range, the target suffers disadvantage on ability checks and attack rolls until it can again get away from the object of its revulsion. If traveling beyond 60 feet of the object of its loathing would place the target in obvious physical danger, the target can attempt a second saving throw to break the spell's effect.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, it has a duration of

24 hours. When you cast this spell using a spell slot of 6th level or higher, it has a duration of 1 week.

UNWILLING BOND

2nd-level abjuration

Casting Time 1 action

Range 30 ft.

Components V, S, M (250 gp worth of ruby dust)

Duration Concentration, up to 1 hour

This spell creates a mystic connection between you and the target until the spell ends. Target one creature you can see; the target must make a Wisdom saving throw. On a successful saving throw, the target is unaffected. While the target is within 60 feet of you, you have resistance to all damage. Also, each time you damage, the target takes the same amount of damage. The spell ends if the target drops to 0 hit points or if you and the target become separated by more than 60 feet. It also ends if this spell is cast again on either of the connected creatures, or if *warding bond* is cast on either creature (which also negates *warding bond*).

WYVERN WATCH

7th-level conjuration

Casting Time 1 action

Range 30 feet

Components V, S, M (a wyvern scale and a tiny bell)

Duration 8 hours

You conjure a phantom wyvern in an unoccupied space that you can see within range, where it remains for the duration, until you dismiss it as an action, or until you move more than 100 feet away from it. The wyvern is invisible to all creatures except you and can't be harmed. When a Small or larger creature comes within 30 feet of it without first speaking the password that you specify when you cast this spell, the wyvern starts hissing loudly. The wyvern sees invisible creatures and can see into the Ethereal Plane. It ignores illusions.

At the start of each of your turns, the wyvern attempts two sting attacks against creatures within 5 feet of it that are hostile to you. The wyvern's attack bonus is equal to your spellcasting ability modifier + your proficiency bonus. On a hit, it deals 4d8 piercing damage, and the target must make a Wisdom saving throw. If it fails, it is paralyzed. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the paralysis ends on the target.

DARK DRUID NPCs

The following sample NPCs provide easy-to-use hostile druids that you can drop into your campaign just as you would the NPCs in the [5th Edition SRD](#).

DRUID, DARKWOLF

Medium humanoid (human), neutral evil

Armor Class 12 (16 with barkskin), 14 in dire wolf form

Hit Points 53 (7d8 + 21)

Speed 30 ft., 50 ft. (dire wolf form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	17 (+3)	10 (+0)	16 (+3)	11 (+0)

Damage Immunities (only in Wild Shape) bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

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

Senses passive Perception 15

Languages Common, Druidic, one other language (can't speak in dire wolf form)

Challenge 4 (1,100 XP)

Spellcasting. The darkwolf is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following druid spells prepared:

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

1st level (4 slots): *entangle*, *longstrider*, *speak with animals*, *thunderwave*

2nd level (3 slots): *animal messenger*, *barkskin*

3rd level (3 slots): *conjure animals*, *call lightning*

Keen Hearing and Smell (dire wolf form only). The darkwolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics (dire wolf form only). The darkwolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Skin-changer. Unlike a true lycanthrope, darkwolves do not pass on the curse of

lycanthropy with their bite, and they are themselves immune to the curse of lycanthropy.

Wild Shape. The darkwolf can use its bonus action to polymorph into the form of a Large dire wolf, a humanoid wolf-humanoid hybrid, or back into its true form, which is humanoid. Its statistics, other than its AC and immunities, are the same in each form. However, it cannot speak in dire wolf form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Multiattack (human or hybrid form only). The darkwolf attacks once with its bite and once with its claws, or twice with its quarterstaff. It may attack with its quarterstaff instead of its claws.

Quarterstaff (human form only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, 7 (1d8 + 3) bludgeoning damage if wielded with two hands.

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

Claws (Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage.

Savage Bite (dire wolf form only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

In addition to typical druids, some evil druids abandon the paths of green and growing things and commit their souls to the depths of depravity, reveling in rot and decay in the service of the demon-queen of fungus. These druids leave their living bodies behind, consigning their flesh to decay and ruin as fungus and spores



sprout and spread, dissolving their tissues into a deliquescent mass that clings to their bones in a blighted semblance of their former appearance crossed with a misshapen feminine guise that evokes their demonic mistress. Fungus queens seek to enslave the living beings they once might have befriended and protected, forging them into an army of moldering soldiers and fungus beasts.

FUNGUS QUEEN

Medium plant, chaotic evil

Armor Class 18 (natural armor)

Hit Points 221 (34d8 + 68)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	14 (+2)	13 (+1)	15 (+2)	26 (+8)

Skills Deception +14, Stealth +6

Damage Resistances cold, acid; bludgeoning, piercing and slashing from nonmagical attacks not made with cold iron weapons

Damage Immunities lightning

Condition Immunities blinded, deafened, exhaustion

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

Languages Abyssal, Aklo, Common, Terran, Undercommon; telepathy 100 ft.

Challenge 17 (18,000 XP)

Battle Pods. A fungus queen fights in coordination with her sporepods. Sporepods count as allies to the fungus queen and to one another and can provide flanking. In addition, her tentacles are treated as having 10-foot reach when she designates them to attack through a sporepod. Until the beginning of her next turn, they threaten all squares within 10 feet and can make any number of attacks of opportunity, though tentacles that are grappling cannot be used to make attacks of opportunity.

Keen Smell. The fungus queen has advantage on Wisdom (Perception) checks that rely on smell.

Greensight. The fungus queen can see through plant matter of any kind that provides up to $\frac{3}{4}$ cover to a range of 60 feet. Creatures do not benefit from $\frac{3}{4}$ cover or less from the fungus queen's attacks and do

not benefit from any kind of concealment or stealth effect short of *invisibility* in forest (or fungal) terrain.

Speak with Plants. The fungus queen can communicate with plants as if they shared a language.

Innate Spellcasting. The fungus queen's innate spellcasting ability is Charisma (spell save DC 22, +14 to hit with spells). She can innately cast the following spells, requiring no material components.

At will. *tongues*

3/day. *charm person, detect thoughts, suggestion*

1/day. *awaken* (plants only), *dominate monster* (plant only), *dominate person, slow*

ACTIONS

Multiattack. The fungus queen makes two claw attacks and four tentacle attacks.

Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Tentacles. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage and the target is grappled (Escape DC 20). Grappled targets take crushing damage at the beginning of their turn as if a tentacle attack had successfully hit.

Rot Queen's Kiss. The fungus queen kisses a creature grappled by it or a willing creature. The target must make a DC 19

Constitution saving throw against this magic, taking 36 (5d10+8) psychic damage

on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken.

This reduction lasts until the target finishes a long rest. A failed save also compels the target creature to approach the fungus queen for another kiss (treat as a *suggestion* spell).

If the target is reduced to 0 hit points it



does not die but instead becomes infested and becomes a **zombie** under the fungus queen's control. There is no limit to the number of zombies the fungus queen can create in this way. Zombies created by a fungus are queen are treated as plants rather than undead, and their "undead fortitude" ability allows them to drop to 1 hit point rather than 0 hit points on a successful save unless the damage is fire damage (rather than radiant damage, for a normal zombie) or from a critical hit. In addition, these zombies gain a +2 bonus on attack and damage rolls and on saving throws when they are within 30 feet of the fungus queen.

Mycelial Mat. A fungus queen can extrude a thick network of fungal filaments into the ground at her feet, filling all adjacent squares with this mycelial mat. Any non-fungal creature treats these squares as difficult terrain, and a non-fungal creature beginning its turn in one of these squares is subject to the fungus queens entrap attack as the mycelial mat tries to wrap the creature in a filamentous cocoon (treat as a non-flammable *web* spell).

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the fungus queen takes a lair action to cause one of the following effects; the fungus queen can't use the same effect two rounds in a row.

- Fungal growths in the lair release a 20-foot radius cloud of spores centred on a point the fungal queen can see within 60 feet of her. The cloud spreads around corners, and the area is lightly obscured. Each creature in the cloud when it appears or that ends its turn in the cloud must make a DC19 Constitution save or be charmed by the fungus queen until the end of victims next turn. A wind of at least 10 miles per hour disperses the spores. The spores otherwise persist until the fungus queen takes another lair action or is killed.
- Up to two charmed creatures or allied plants use their reaction to move half-their speed and make one weapon attack.

LEGENDARY ACTIONS

The fungus queen can take 2 legendary action, 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. The

fungus queen regains spent legendary actions at the start of its turn.

- **Mumbo-Jumbo.** The fungus queen casts a spell.
- **Ick! I think I stepped in something!** The fungus queen uses the mycelial mat action.
- **Sporepod.** A fungus queen can cause a Medium pod of fungal material to burst out of the ground at any point within 60 feet of her current location. Once created, a sporepod cannot move. If the fungus queen travels more than 120 feet from a sporepod, it is destroyed. A fungus queen can maintain a number of sporepods equal to her Charisma modifier. As a move action, she can instantaneously travel to one of her sporepods as well as between sporepods. She can also choose to spread out her tentacle attacks among her sporepods, attacking a creature within 10-feet of any sporepod with a tentacle. A sporepod is an object that has an AC of 20 and 30 hit points; damage dealt to a sporepod does not harm the fungus queen.

DESCRIPTION

This eerie creature has the upper body of a beautiful, pale green woman and the lower body of a pulsating mound of fungus.

DRUID, SHADE OF THE UMBRAL WOOD

Medium humanoid (human), neutral evil

Armor Class 11 (16 with barkskin)

Hit Points 54 (7d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	16 (+3)	11 (+0)

Skills Nature +3, Perception +5, Stealth +3

Senses passive Perception 15

Languages Common, Druidic, Sylvan

Challenge 3 (700 XP)

Spellcasting. The druid is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *minor illusion*, *ray of frost*,

shillelagh

1st level (4 slots): *entangle*, *longstrider*, *speak with animals*, *thunderwave*

2nd level (3 slots): *animal messenger*, *barkskin*

3rd level (3 slots): *call lightning*, *fear*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+5 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 7 (1d8 + 3) bludgeoning damage with *shillelagh*.

DRUID, UNSEELIE OVATE

Medium humanoid (human), neutral evil

Armor Class 13 (16 with *barkskin*)

Hit Points 54 (7d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	12 (+1)	16 (+3)	11 (+0)

Skills Nature +3, Perception +5, Stealth +5

Senses passive Perception 15

Languages Common, Druidic, Sylvan

Challenge 3 (700 XP)

Spellcasting. The druid is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following druid spells prepared:

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

1st level (4 slots): *entangle*, *longstrider*, *sleep*, *speak with animals*

2nd level (3 slots): *haunting mists**, *unadulterated loathing**

3rd level (3 slots): *fear*, *unadulterated loathing**

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+5 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 7 (1d8 + 3) bludgeoning damage with *shillelagh*.

DRUID, WARRIOR OF ROT

Medium humanoid (human), neutral evil

Armor Class 16 (half plate)

Hit Points 54 (7d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	10 (+0)	16 (+3)	11 (+0)

Skills Intimidation +2, Nature +3, Perception +5

Senses passive Perception 15

Languages Common, Druidic, and either Abyssal or Infernal

Challenge 3 (700 XP)

Spellcasting. The druid is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *resistance*

1st level (4 slots): *entangle*, *longstrider*, *speak with animals*, *thunderwave*

2nd level (3 slots): *darkness*, *magic weapon*

3rd level (3 slots): *bestow curse*, *protection from energy*

ACTIONS

Multiattack. The druid attacks twice with its greataxe.

Greataxe. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (1d12 + 1) slashing damage.

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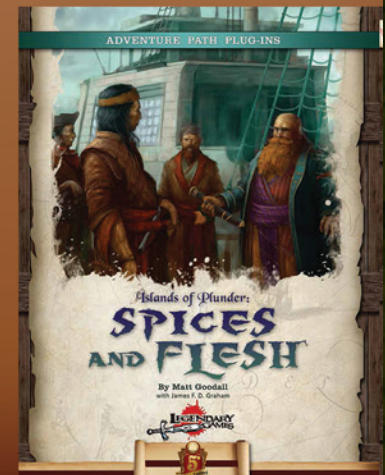
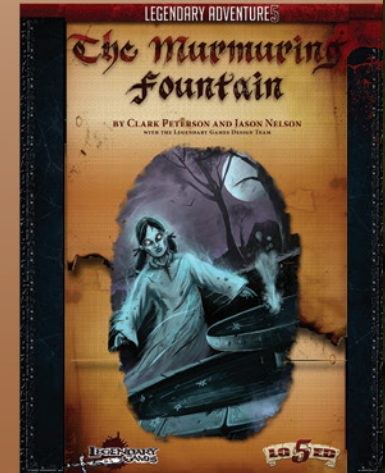
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