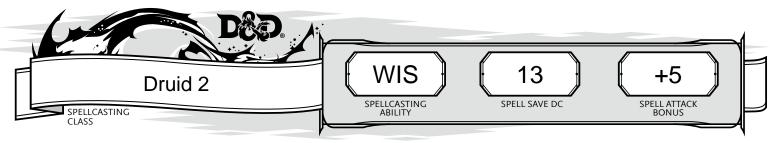
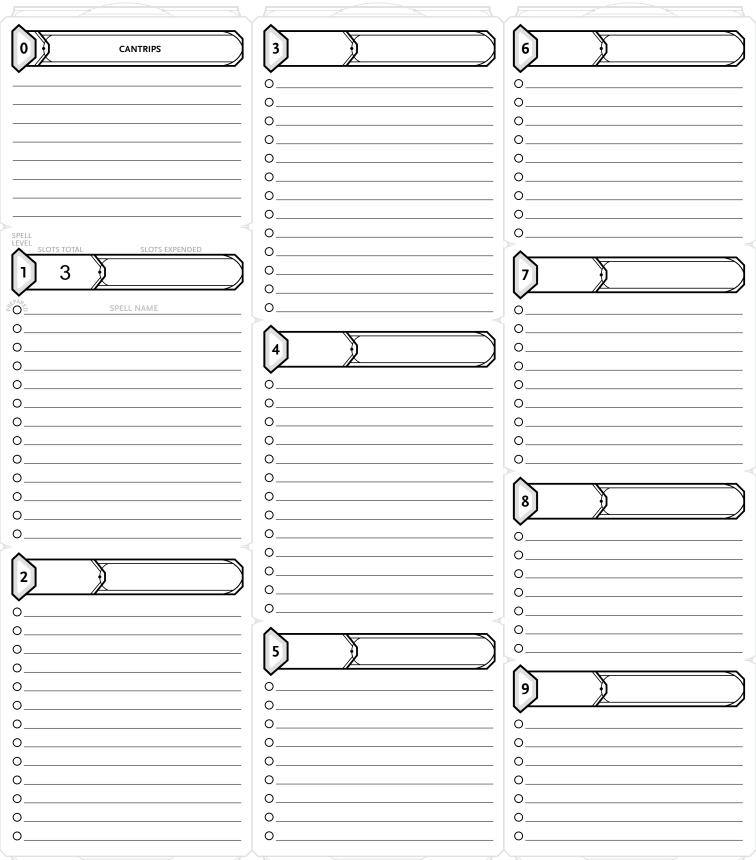


FEATURES & TRAITS

OTHER PROFICIENCIES & LANGUAGES





Spells and Incantations

Dain Torunn

Wild Shapes

Dain Torunn

Known Beasts

Ankylosaurus, Ape, Crocodile, Giant eagle, Wolf

Wolf

Medium beast, unaligned

Armor Class	Hit Points	Speed
13	(2d8+2)	40
STR. D	EX CON	J

15 (+2)

Skills: Perception +3, Stealth +4
Senses: Passive Perception 13

Languages:

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

12 (+1)

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 ft. of the creature and the ally isn't incapacitated. Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (2d4+2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone

Crocodile

Large beast, unaligned

Armor Class	Hit Points	Speed
12	(3d10+3)	30
		30 swim

STR DEX CON 15 (+2) 10 (0) 13 (+1)

Skills: Stealth +2

Senses: Passive perception 10

Languages:

Hold Breath: The crocodile can hold its breath for 15 minutes.

Bite: Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (1d10+2) piercing damage, and the target is Grappled (escape DC 12). Until this grapple ends, the target is Restrained, and the crocodile can't bite another target.

Ape

Medium beast, unaligned

Armor Class	Hit Points	Speed
12	(3d8+6)	30
CLD D	EV CON	Т

STR DEX CON 16 (+3) 14 (+2) 14 (+2)

Skills: Athletics +5, Perception +3

Senses: Passive perception 13

Languages:

Multiattack: The ape makes two fist attacks.

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

Rock: Ranged Weapon Attack: +5 to hit, range 25/50 ft., one target. Hit: 6 (1d6+3) bludgeoning damage.

Giant eagle

Large beast, neutral good

Armor Class	Hit Points	Speed
13	(4d10+4)	10
		80 fly

Skills: Perception +4
Senses: Passive perception 14

Languages: Giant Eagle, understands common and

Auran but can't speak.

A giant eagle is a noble creature that speaks its own language and understands Speech in the Common tongue. A mated pair of giant eagles typically has up to four eggs or young in their nest (treat the young as normal eagles).

Keen Sight: The eagle has advantage on Wisdom (Perception) checks that rely on sight.

Multiattack: The eagle makes two attacks: one with its beak and one with its talons.

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

Talons: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Ankylosaurus

Huge beast, unaligned

Skills:

Senses:

Passive perception 11

Languages:

Thick armor plating covers the body of the plant-eating dinosaur ankylosaurus, which defends itself against predators with a knobbed tail that delivers a devastating strike.

Tail: Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 18 (4d6+4) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.