

Ewan Kreer



9 (-1)	14 (+2)	14 (+2)	12 (+1)	18 (+4)	10 (+0)
STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA

CLASS/LEVEL
Circle of the Warden Druid 5

BACKGROUND
Grounded

RACE
Mistral Raptor

ALIGNMENT
Neutral Good

SIZE
Small

SAVING THROWS

Strength	-1
Dexterity	+2
Constitution	+2
Intelligence	+4
Wisdom	+7
Charisma	+0

14 (hide armor) 16 with Barkskin

ARMOR CLASS

+2

INITIATIVE

36

HIT POINTS

25 ft.

SPEED

17

PASSIVE PERCEPTION

+3

PROFICIENCY BONUS

SKILLS

Acrobatics (Dex)	+5
Animal Handling (Wis)	+7
Arcana (Int)	+1
Athletics (Str)	+2
Deception (Cha)	+0
History (Int)	+1
Insight (Wis)	+7
Intimidation (Cha)	+0
Investigation (Int)	+1
Medicine (Wis)	+7
Nature (Int)	+4
Perception (Wis)	+7
Performance (Cha)	+0
Persuasion (Cha)	+0
Religion (Int)	+1
Sleight of Hand (Dex)	+2
Stealth (Dex)	+2
Survival (Wis)	+7

OTHER PROFICIENCIES AND LANGUAGES

- Cook's Utensils**
- Herbalism Kit**
- Birdfolk, Druidic, Jerbeen, can understand Auran but can't speak it

ATTACKS & SPELLCASTING

Spell Attack Modifier +7

Spell Save DC 15

Talons. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 -1) piercing damage.

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 -1) bludgeoning damage or 3

(1d8 - 1) bludgeoning damage if used with two hands.

Produce Flame. *Ranged Spell Attack:* +7 to hit, range 30 ft., one target. *Hit:* 9 (2d8) fire damage.

FEATURES AND TRAITS

Glide. When falling, you can spend your reaction to spread your feathered arms and slow your descent. When you do so, you descend gently at a speed of 60 feet per round, taking no fall damage when you land. If you fall at least 10 feet in this way, you may fly up to your speed in one direction, landing where you end your movement. You can't glide while carrying heavy weapons or shields, though you can drop any held items as part of your reaction to glide. You cannot glide while wearing heavy armor or while encumbered.

Talons. You have advantage on Strength (Athletics) checks made to climb any surface your talons could reasonably grip.

Woodland Hunter. You treat three-quarters cover as half cover, and half cover as no cover.

Aerial Defense. Creatures attack you with disadvantage while you are falling, jumping, or gliding.

Wild Shape (2/Short or Long Rest). You can use Wild Shape to assume one of the following forms for up to 2 hours. These stat blocks can be found in the 5th Edition Core rules.

- Boar**
- Weasel**

Heartbeat of the Land. By spending 10 minutes communing with nature, you can glean the following information about the area within 3 miles of you:

- You learn the general location and severity of any immediate threats to the environment in the region (forest fires, flooding, blights, etc.).
- You learn if any aberrations, beasts, elementals, fey, or undead are present within range, but not their specific locations.

- >You learn the general direction of the nearest portal to an elemental plane.

Reclamation. When a creature within 30 feet of you takes cold, fire, lightning, or thunder damage, you can use your reaction to grant that creature resistance against the damage dealt. You take damage equal to the amount taken by the target creature.

Additionally, you may spend an action to reduce the area of natural or magical effects which deal persistent cold, fire, or lightning damage within 30 feet of you. You may remove up to a 20-foot cube from the area of such effects per use of this feature. However, for each 5-foot space of energy damage removed in this way, you take 1d4 points of damage of the same type the effect would deal. If the effect is caused by a spell, you instead take 1d4 points of damage per the spell's level for each 5-foot space removed and, if there are no damage-dealing spaces remaining, the spell is dispelled.

EQUIPMENT

5 gp, Quarterstaff, Cook's Utensils, Herbalism Kit, Tender's Vestments, A Sprig of Mistletoe (Druidic Focus), A Small Wooden Figurine of a Jerbeen Wearing Wings Made out of Leaves, A Healer's Kit, Bedroll, Mess Kit, A Warm Blanket, 5 days Trail Rations, 2 potions of healing, A Well-Worn Journal and Inkpen, Waterskin

CHARACTER ROLE

Ewan Kreer [he/him] is a circle of the warden druid who serves as a capable healer with an array of support spells and the ability to shield his friends from elemental damage. He can also transform into a ferocious boar or a stealthy weasel.

CHARACTER BACKSTORY

Ewan's parents are wealthy aristocrats from the perch of Winnowing Reach. Unlike his parents, who preferred their high society life, Ewan often ventured into the nearby marshes and caves, where he befriended the native slimes. He baffled his parents by hiding and protecting his slime friends from hunters. For most of his formative years, Ewan felt lost. This all changed when his perch was visited by an elder member of the Tenders. The Tenders, a druidic order sworn to protect nature's balance, were founded on principles that spoke to Ewan. His parents, frustrated with their son, called him a fool for trusting birdfolk with their feet planted too firmly in the soil, and forbade him to go. But Ewan left all the same, vowing to himself that he would one day return when he found the courage to face the family he left behind.

FEATURE: FIND ANOTHER PATH

Since you have lived your life close to the ground, you are as familiar with Humblewood's undergrowth in the same way other birdfolk are familiar with its canopy. You can always recall the general layout of the forest floor around you. If your path is ever blocked by an obstacle that requires you to climb or otherwise gain height to circumvent it, you can find another way around, so long as such a path exists. Additionally, you are adept at finding shelter while traveling and can usually locate a suitable safe shelter (a cave, a tree hollow, or bramble thicket) for you and up to five other creatures.

Odd Bird: I am considered weak and unskilled, and many treat me like a fledgling.

Personality Traits: I get embarrassed easily, even when someone tries to compliment me. If I see someone in trouble, it's my duty to help.

Ideals: Compromise. The best way to respect each other's differences is to find a solution that doesn't exclude anyone.

Bonds: I can't return to my parent's perch until I have proven myself.

Flaws: I'm easily frightened, and often hesitate under pressure.

PREPARED SPELLS

Cantrips: *druidcraft, mend plants*, produce flame*

1st level (4 slots): *animal friendship, cure wounds, healing word, veil of dusk**

2nd level (3 slots): *barkskin (c), lesser restoration, spike growth (c)*

3rd level (2 slots): *dispel magic, wind wall (c)*

* - New spell described in Appendix D

c - This spell requires concentration

