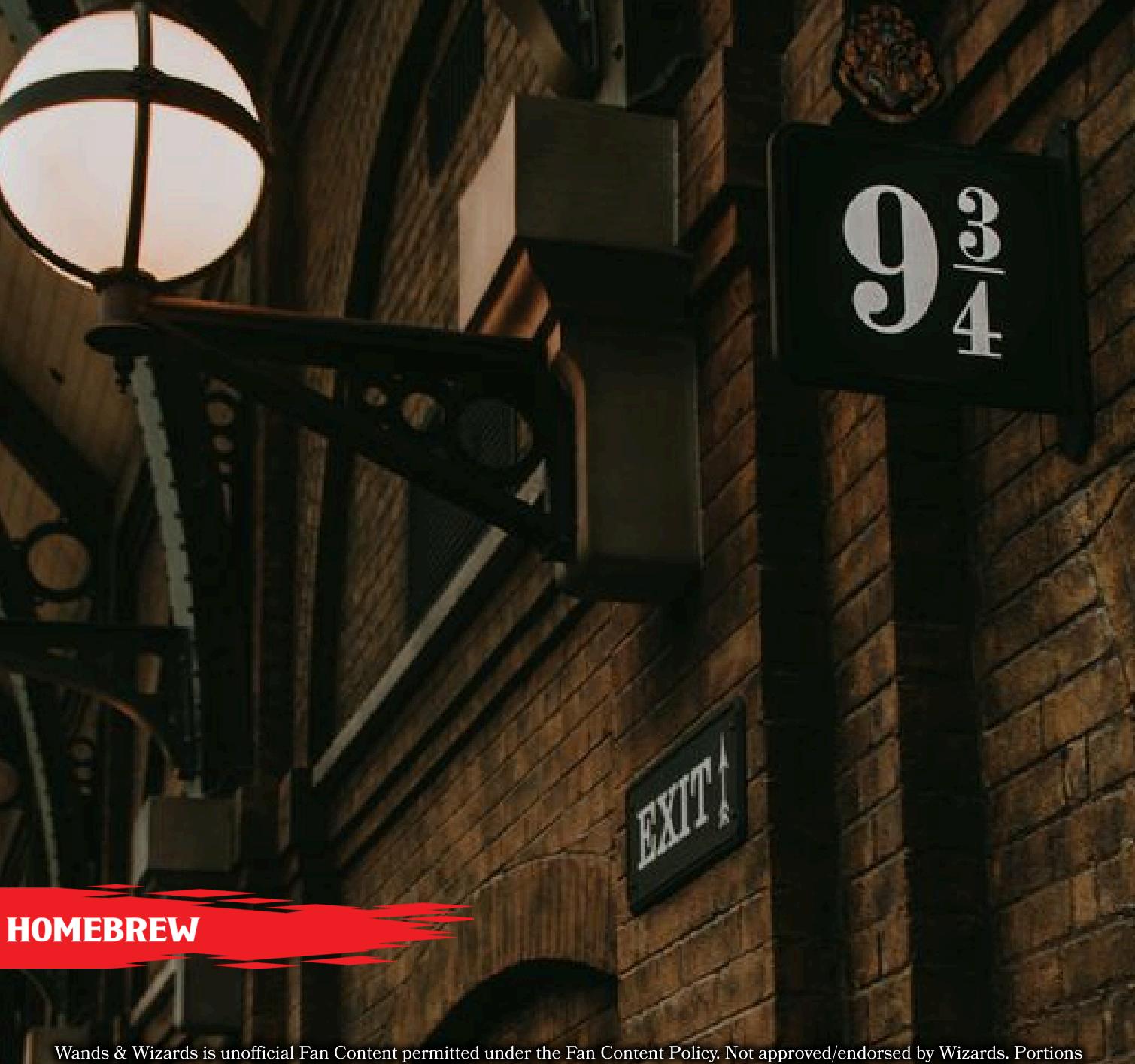


WANDS & WIZARDS

THE SEARCH FOR PLATFORM 9 3/4

MadMan & Murphen's One Shot Adventures #1



HOMEBREW

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CREDITS

Adventure Design:

Murphen44

Development and Editing:

MadManNBlueBox, Murphen44

NPC Art:

StrayDogDM

Cartography:

Layout and Graphic Design:

MadManNBlueBox, Murphen44

ABOUT THE CREATORS

Murphen44 is the creator of Wands & Wizards. When Murphen's first D&D game fell through, his interest in TTRPGs and his obsession with Harry Potter sparked an idea. He started down a long journey of learning to homebrew and building a 5e adaptation that captured the magic of Harry Potter.

Reddit: [u/Murphen44](#)

[r/WandsAndWizards](#)

[W&W Discord Server](#)

[Wands & Wizards W.A.N.D.S. Rulebook](#)

MadManNBlueBox is a filmmaker and producer that found his way into Wands & Wizards during the pandemic. He has since focused on developing and producing content for Wands & Wizards as a hobby, including monster building and a FoundryVTT add-on module to help make it easier to access and play W&W.

Discord: [MadManNBlueBox](#)

Reddit: [u/MadManNBlueBox](#)

StrayDogDM has been an avid D&D player for a long time and tends to be the one who makes the art for all his fellow players, which has flowed into creating NPC portraits.

Discord: [Jack/Torstein](#)

Instagram: [straydogdm](#)

USEFUL LINKS

[W&W Rulebook](#) | [HeadMaster's Guide](#) | [The Monster Book of Monsters](#) | [FoundryVTT](#) | [W.A.N.D.S. FoundryVTT Add-on](#)



INTRODUCTION

Welcome to The Search for Platform 9 3/4, the first of MadMan & Murphen's One Shot Adventures for the Wands & Wizards 5e adaptation. This adventure is designed to be a one shot, but it can be used as a first or second session to kick off your campaign.

This introductory adventure is designed for three to seven 1st-level characters and is optimized for five 1st level characters. If you are playing on the Wands United Discord Server, characters outside this level range cannot participate in this adventure. Wands United players with ineligible characters can create a new 1st-level character or use a pregenerated character.

ADVENTURE BACKGROUND

You've received a letter from a magical owl stating you've been accepted into Hogwarts School of Witchcraft and Wizardry. You have already made it to Diagon Alley and purchased all the supplies you need for your first year at Hogwarts. Now you just need to make it to the famed castle. Included in your acceptance letter was a one way ticket to Hogwarts, leaving from King's Cross Station, Platform 9 3/4.

ADVENTURE SUMMARY

The Search for Platform 9 3/4 is broken up into two parts.

In Part 1, the students are dropped off in front of King's Cross Station to be escorted to the train by a professor from Hogwarts. They realize that the professor is not showing up in time and they need to find the platform quickly or miss the train.

In Part 2, the party has made it onto Platform 9 3/4 and immediately hear the plea of a mother who has lost her daughter in the chaos. This is swiftly interrupted by a theft. The party must quickly catch the thief and find the missing child before the train departs.



PART 1 - KING'S CROSS

Your parents drop you off outside the front of King's Cross Station. King's Cross is a large yellow bricked train station where thousands of people, muggles and wizards alike, travel through every day. It is one of the busiest stations in the United Kingdom and today is no exception. Muggles are running in every direction rushing to make it to their train on time. You were told to meet Professor Baddock in front of the station but he is nowhere to be found.

If the players' characters have not met yet this is a great opportunity for them to do introductions.

If the party chooses to wait for the teacher or takes too long to decide, they see a kid about the same age as them wearing a black robe. He has messy red hair. It looks like he may have just gotten out of bed. He frantically makes his way through the crowd and the party hears him say, "I'm late! I'm late! I'M GONNA MISS THE TRAINNNN!" He disappears into the crowd.

If the party does not take action, Bart reappears from the crowd and sees the party. "Are you guys late for the train too? We'll be ruined if we don't get on it, you know that, right?"

If the party tries to question Bart he doesn't have any information on how to find the platform. If the party still does not take action, Bart says, "Please, you must help. I can't make heads or tails of this station! I even visited here yesterday with my mum to do some research, collect any kind of Muggle literature, and I got nothing! Utterly doomed!"

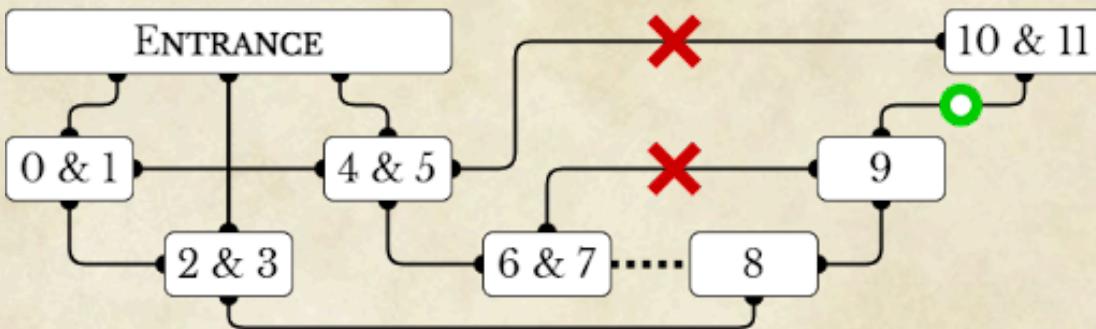


BARTHolemew Ward

SAME-YEAR RAVENCLAW STUDENT

- **Traits:** Analytical, head-in-the-clouds, verbally hyperbolic
- **Values:** Innovation, academic performance, social/group identity
- **Quirk:** Has a terrible sense of direction, frequently causing tardiness
- **Secret:** Despite being capable and intelligent, compulsively cheats in classes or games
- **Bond:** N/A





THE MAZE

The inside of King's Cross is massive. There are more platforms than you seem to be able to count, with criss-crossing walkways that go from platform to platform. There are trains coming and going, passengers desperately getting on or off a train. You find a board with all the arrivals and departures. There is no Platform Nine and Three-Quarters listed. You notice a clock, 10:15 am. You look at your ticket; the train departs at 11 am.

CLUES

The following clues are sequential, meaning the party can only obtain a clue after they've obtained the previous clue (or the previous clue has been nullified by a major event).

1. Platforms 4 & 5 have a walkway to Platforms 10 & 11
2. Platforms 6 & 7 have a walkway to Platform 9
3. Platforms 9, 10 & 11 are all close together, and you get there via Platform 8
4. You can only get to Platform 8 from Platforms 2 & 3

Platform #	Description	Clue-givers	Connects to:
Entrance		Sign, Ad	0/1, 2/3, 4/5
0/1		Sign, Passenger, Ad	2/3, 4/5
2/3		Sign, Passenger, Map	0/1, 8
4/5		Teenage Porter, Ad, Map	0/1, 6/7, 10/11
6/7	Pastry stand selling treacle tart	Policeman, Map	4/5, 9
8		—	2/3, 9
9		—	6/7, 8, 10/11
10		—	4/5, 9

Clue-giver	Description	Check	Clue
Sign	Big sign with arrows at the entrance of the station: "Platforms 10 & 11 via Platforms 4 & 5 walkway"	Percep/Invest/Muggle DC 8	#1
Passenger		Persuasion DC 8 / DC 12	#1/#3
Pastry Ad	Ad of pastry stand selling treacle tart: "A slice of heaven on Platform Seven! Just a step away from Platform 9!"	Percep/Invest DC 12	#2
Teenage Porter	See Major Events.	Persuasion DC 16	#2
Graffitied Map	A graffiti-covered map showing a small bridge from Platform 8 to Platforms 9, 10 & 11. Everything else blocked out.	Percep/Invest DC 10 + Muggle DC 12	#3
Policeman	See Major Events.	Persuasion DC 14	#3/#4

MAJOR EVENTS

Leaving The Entrance

Before leaving the Entrance, the party can stop a muggle Passenger or make a **DC 8 Wisdom (Perception) or Intelligence (Investigation)** check to notice big signs with arrows at the entrance of the platforms that say, “Platforms 10 & 11 via Platforms 4 & 5 walkway” (Clue #1) Once the party leaves the Entrance of the maze, it is too crowded to go back to the Entrance and the only way to get to another platform is by using the walkways.

Finding the Closed Walkway on Platforms 4 & 5 (nullifying Clue #1)

The walkway connecting platforms 4 & 5 to 10 & 11 is closed for maintenance and guarded by a disinterested Teenage Porter. If necessary, the porter will step in front of them and say, “Closed for maintenance.” If the party asks about another way to get to Platform 9 or Platforms 10 & 11 they must roll a **DC 16 Charisma (Persuasion)** check. On success, he will let them know that there is a walkway that connects Platforms 6 & 7 to Platform 9 (Clue #2). On a fail or if they ask any other questions to him, he will reply with, “I don’t know,” and the party will only be able to obtain Clue #2 by spotting a Pastry Ad.

The porter is very aware of his surroundings and a stealth check cannot be made. If the party continues trying to get past him, he’ll say that he’ll call the railway police if they don’t leave.

Finding the Closed Walkway on Platforms 6 & 7 (nullifying Clue #2)

The walkway connecting Platforms 6 & 7 to Platform 9 is closed for maintenance and guarded by a very muscular Railway Policeman. He looks much meaner than the teenage porter did at the other walkway that was closed but he is more willing to provide information. If the party wants to ask him a question, they must roll a **DC 14 Charisma (Persuasion)** check. On a fail, the policeman tells the party to leave the area. If they ask how to get to Platforms 10 & 11, he will tell them, “You just have to get to Platform 9 and then it’s easy.” If they ask how to get to Platform 9, the policeman will tell them, “There should be another walkway on Platform 8.” (Clue #3). The policeman is then interrupted by a belligerent muggle trying to get past the barrier.

If the party tries to look for another way to platform 8 have them make a **DC 18 Wisdom (Perception)** check. On a success, the party can tell that they can pass through the train on platform 7 but it is very busy and must make a group check **DC 14 Strength (Athletics) or Dexterity (Acrobatics)** to make their way through the crowd on the train and come out the other side onto platform 8. If they fail the check they do not make it through the train, the doors close and the train leaves.

WALKWAYS

Each walkway is a bridge that goes over the tracks and platforms. From the walkways you are able to see the other platforms and what is going on on them but the walls are tall pieces of plexiglass that can not be broken or climbed over.

HELPERS

GUARD

A guard (aka a conductor in North America) is a train crew member responsible for operational and safety duties that do not involve actual operation of the train/locomotive. A guard can be found at the entrance of each train.

- If the party tries to get onto any train, a guard will stop them and ask for their ticket.
- If shown the ticket for the Hogwarts Express they will throw the ticket back at the party, tell them to not try to trick them with a fake ticket and to get out of there before they call the railway police.

MUGGLE PASSENGER

A muggle Passenger is anyone that is arriving or departing from muggle trains. Muggle Passengers can be found on any muggle platform or in the headhouse.

What they know:

- If the party tries to stop a muggle passenger they must roll a **DC 8 Charisma (Persuasion)** check to ask them a question. On a fail the passenger exclaims that they are running late and runs off.
- If asked about Platform 9 ¾ or Platforms 9 & 10 they quickly reply, “First, you want to go to Platform 4 and there will be a big walkway that will take you right there.” If platform 9 ¾ is mentioned there is some confusion on the passenger’s face but still replies the same. Once they give the party the information they say “I hope that helps, I’m running late for my train. Good luck.”
- After the party finds out that the walkway from platforms 3 & 4 to 9 & 10 is closed the party can attempt to stop another passenger with a **DC 10 Charisma (Persuasion)** check. On a fail the passenger runs right past them without stopping.
- This passenger is very busy and when asked how to get to Platform 9 & 10 he quickly replise, “Just go to the 11 O’Clock Express’s platform and that’ll get you to Platform 8.” They say this without even breaking a stride and disappear into a crowd of people.
- A **DC 10 Wisdom (Perception)** check: Any nearby sign of departure times will have a visible “11 O’Clock Express” next to Platform 5.

PORTER

Station porters handle passengers' luggage, assist passengers to and from trains, carry out general cleaning duties in the station and on its platforms, and often assist on ticket barriers and in booking offices as they advance towards higher grades. Porters are the most common employee at a train station. They can be found on any platform doing any of their various duties.

Your players should only be able to notice a porter if they are having trouble figuring out where to go. The porters can give the party instructions to navigate to any platform.



PART 2 – PLATFORM 9 3/4

ENTRANCE

As you step onto the pathway between Platforms 9 & 10, you notice someone charging at a brick column at full speed. As they are about to collide with the wall, they seem to dissolve right into it. As you get closer to it, you notice 2 white plastic signs with black numbers on either side of the column. The left sign is number nine and the right is number ten. Each of you starts to draw up the courage to run through this wall.

A character must make a **DC 12 Wisdom** Saving Throw to not be afraid of running into the pillar (Gryffindors have advantage on the save). On a fail, the character takes 2 psychic damage, lets out a yelp and some older students nearby start laughing as they come through the other side. Regardless of the throw, the character gets through the wall.

THE PLATFORM

As you pass through this wall, you feel a weird tingling sensation pass through your body. You see the wall as if it were directly in front of you but also all around you. Then you suddenly pop out onto a new platform. You look up and see a plastic, black sign with a white number Nine and Three-Quarters on it. The platform is just as large as any of the other platforms at King's Cross and just as busy. The Hogwarts Express has already arrived and passengers are starting to load. It is a large, beautiful, gleaming red passenger train with a nameplate on the side of it that reads "Hogwarts Castle." As you look around you see the students with their parents saying their goodbyes.

One adult in particular stands out. A woman with short black hair, pale skin and rosy red cheeks is yelling, "Winnifred! Where's Winnifred?! Has anyone seen my Winnifred?! Winnifred Anne Wilson!!" Next to her is a child with black hair cleanly combed and pressed and pale skin, who appears to be about the same age as you.

If the party investigates, they can talk to a first-year, Rhys Wilson, the child standing next to the lady that is yelling. As the party walks by Rhys, he introduces himself and tells them that his little sister Winnifred is missing.

RHYS WILSON

SAME-YEAR HUFFLEPUFF STUDENT

Traits: Amiable, optimistic, adventurous
Values: making friends, protecting Winnifred Wilson, staying physically active

Quirk: Can't cast a simple Scouring Charm to save his life, tends to be messy because of it

Secret: Dreams of being a great transfigurist, but struggles with academia

Bond: Big brother to Winnifred Wilson



Use the following bullet points to impart the details of what Rhys knows and what he wants from the party:

- It is his first year to go to Hogwarts.
- Winnifred is a year younger than him.
- He does not know which way she went.
- He doesn't remember what she was wearing. With all the excitement on his first day, he wasn't paying attention to it.

After the 3rd question is asked, but before Rhys answers or if the party tells Rhys that they will help him find his sister...

THE THIEF

A small, dark cloak figure darts out of the crowd and towards Rhys and snatches a briefcase off the top of his luggage cart and runs away through the crowd. Rhys exclaims, "My wand is in there! Stop that thief!"

CHASE MECHANICS

This chase can be used with the rules from the DMG on page 252. I recommend creating a number line and putting the Quarry at 0 and the Pursuers at -75. Then place the Quarry Safe House and fixed complications in their designated areas.

Quarry. The quarry is the dark cloaked figure.

Pursuers. The pursuers are the party.

Location. Starts on Platform 9 3/4 but can lead through the rest of King's Cross Station.

Quarry Safe House. At 300 feet in front of the quarry starting position the dark cloaked figure will take the hide action. If it feels like the chase is taking too long you can have the quarry take the hide action sooner.

Starting Distance. The cloaked figure gets a head start and is 75 feet from the characters.

Movement. The dark cloaked figure has a move speed of 25 feet. Every 5 rounds the dark cloaked figure must make a DC 10 Strength (Athletics) check to see if they can hold onto the briefcase. On a failed save, the dark cloaked figure drops the briefcase and must use 10 feet of its movement to pick it up again.

During the chase there are different obstacles that the cloaked figure can interact with to slow down the player characters once the characters get close enough. As the HM you can decide on when to throw these obstacles. An obstacle can be thrown once every 3rd round. To throw an obstacle it is a DC 10 Strength (Athletics) check. On a failed check, the obstacle is not thrown, if they roll 5 or less the character loses 5 feet of movement.

The obstacles are:

- Newspaper stand - DC 10 Dexterity (Acrobatics) check to get over the stand. On a failed check you fall prone.
- Luggage - DC 10 Strength (Athletics) or Dexterity (Acrobatics) check (your choice) to avoid it. On a failed check treat it as 5 feet of difficult terrain.
- Trash Can (Roll a d4. On a 1, there is a Rat (see MBoM) in it) - DC 10 Dexterity (Acrobatics) check to avoid it. On a failed check treat it as 5 feet of difficult terrain and if there is a rat you take 1 piercing damage.

If a character is more than 30 feet from the obstacle when it is thrown they have advantage on the check.

There are also a number of complications that can happen during chase.

THIEF (WINNIFRED WILSON)

Small Being

Armor Class 10

Hit Points 13 (3d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	12 (+1)	13 (+1)	14 (+2)

Skills Stealth +4

Senses passive Perception 12

Languages Common

Challenge 0 (0 XP)

Actions

Fist. Melee Weapon Attack: -1 to hit, reach 5 ft., one target. Hit: 1 (1d4-1)



FIXED COMPLICATIONS

There are also two fixed complications that happen during this chase.

- At 100 feet in front of the quarry starting point: You run back through the barrier. Make a DC 12 Dexterity saving throw to avoid others coming through from the other side. On a failed save, you are knocked prone.
- At 200 feet in front of the quarry starting point: A train on the muggle side of King's Cross unloads and creates a big crowd blocking the way. Make a DC 12 Strength (Athletics) or Dexterity (Acrobatics) check (your choice) to make your way through the crowd unimpeded. On a failed check, the crowd counts as 15 feet of difficult terrain.

RANDOM COMPLICATIONS

If a fixed complication is not reached by a character on their turn, roll on the Complication Table:

d20 Complication

- 1 A large luggage cart rolls into your path. Make a **DC 15 Dexterity (Acrobatics)** check to get past the obstacle. On a failed check, the obstacle counts as 10 feet of difficult terrain.*
- 2 A crowd blocks your way. Make a **DC 10 Strength (Athletics)** or **Dexterity (Acrobatics)** check (your choice) to make your way through the crowd unimpeded. On a failed check, the crowd counts as 10 feet of difficult terrain.*
 - 3 You run through a swarm of tiny birds (see MBoM for stats, with the HM choosing whichever kind of bird makes the most sense, they are at half HP). The swarm makes an opportunity attack against you with beaks (+5 to hit; 2d4 piercing damage on a hit).
- 4 A maze of luggage or similar obstacles stands in your way. Make a **DC 10 Dexterity (Acrobatics)** or **Intelligence** check (your choice) to navigate the maze. On a failed check, the maze counts as 10 feet of difficult terrain.*
- 5 You notice a “slippery when wet” sign but it's too late. The floor is slick from being freshly cleaned. Make a **DC 10 Dexterity** saving throw. On a failed save, you fall prone.
- 6 The train blows steam in your path. Make a **DC 10 Constitution** saving throw. On a failed save you are blinded by the steam until the end of your turn. While blinded in this way, your speed is halved.
- 7 You run through d4 rats (see MBoM for stats) going through trash on the ground. Each rat gets an opportunity attack against you with a bite (+0 to hit; 1 piercing damage on a hit).
- 8 A beggar blocks your way. Make a **DC 10 Strength (Athletics)**, **Dexterity (Acrobatics)**, or **Charisma (Persuasion)** check (your choice) to slip past the beggar. You succeed automatically if you toss the beggar a coin. On a failed check, the beggar counts as 5 feet of difficult terrain.
- 9 A guard attempts to grab and stop you. Make a **DC 15 Strength (Athletics)**, **Dexterity (Acrobatics)**, or **Charisma (Persuasion)** check (your choice) to slip past the guard. On a failed check, the guard counts as 5 feet of difficult terrain.
- 10 You are forced to make a sharp turn to avoid colliding with something impassable. Make a **DC 10 Dexterity** saving throw to navigate the turn. On a failed save, you collide with something hard and take 1d4 bludgeoning damage.
- 11-20 No complications.

*Becomes a fixed complication and affects the character that rolled it and everyone behind them.

CHASE END

Once the thief is stopped or found.

The thief starts to whimper. She lowers her cloak's hood and you see it is a very young girl, with bright rosy cheeks and tears rolling down her face and a snot bubble forming in her nose as she starts to wail.



WINNIFRED WILSON

N-1 YEAR HUFFLEPUFF STUDENT

Traits: Talkative, anxious, stubborn

Values: Having fun, idolizes Rhys Wilson, cooking

Quirk: She is utterly incapable of hiding her emotions (and sometimes is oblivious to how obvious she makes her emotions)

Secret: Feels like she won't amount to anything compared to her older brother, so she's afraid to pursue her passions

Bond: Little sister to Rhys Wilson

The party can try to calm her down with a **DC 12 Charisma (Persuasion) check**.

Once the party calms her down they can ask her some questions to get some information. Use the following bullet points to impart the details of what Winnifred knows:

- If calmed down, Winnifred Wilson freely gives up her name.
- Winnifred stole the briefcase because she doesn't want her brother, Rhys, to go to Hogwarts.
- She doesn't want him to go to Hogwarts because "he'll be gone forever, and I'll never get to go with him to Hogwarts, because what if I'm a squib, and I'm gonna miss him and I'll never ever gonna see him again." This will upset Winnifred again. You can use the above skill check again.

OR

You can allow your players some room for creativity here and reward them for it. If they choose to have some role play here and describe how they are going to calm Winnifred down you can lower or raise the DC and use a different skill check.

Examples:

- PC says, "Don't worry, you're definitely going to Hogwarts next year! Squibs are so rare, you're not gonna be one" **DC 10 Intelligence (Magical Theory) check**.

- PCs try to calm Winnifred down by balancing on a rolling barrel. **DC 12 Dexterity (Acrobatics) check**. On a fail, the character loses their balance and falls which causes Winnifred to laugh and still calms her down.
- PCs try to calm Winnifred down by making funny faces. **DC 10 Charisma (Performance) check**.

Once Winnifred is calmed again the party can ask her for the briefcase or for her to take the briefcase back to Rhys with a **DC 12 Charisma (Persuasion) Check**.

Alternatively the party can attempt to scare Winnifred into dropping the briefcase with a **DC 16 Charisma (Intimidation) check**. On a fail, Winnifred squeezes tighter onto the briefcase. You can also add more difficulty to future checks to calm her down.

CONCLUSION

The party returns Winnifred and Rhys' briefcase back to Rhys and their mother. Mrs. Wilson is eternally grateful and gives each party member a hug and kiss on the cheek. Rhys gives each party member a Chocolate Frog and their mother gives them 3 Galleons and small flasks. "All aboard!" is yelled, the party and Rhys hurry onto the train.

Rewards

Make sure the players note their rewards on their adventure log sheets.

EXPERIENCE

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards listed are per character. Give all characters in the party non-combat experience awards unless otherwise noted.

COMBAT REWARDS

Name of Foe	XP per Foe
Rat	10
Swarm of Tiny Birds	200

NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Help the NPC at the beginning find their way to Platform 9 3/4	100
Successfully navigate the maze	50
Catch the thief	100

The minimum total award for each character participating in the adventure is **150 experience points**, and the maximum is **300 experience points**.

TREASURE

Each character receives 3 galleons, and the following treasure

TREASURE AWARDS

Item Name	Value
1x Antidote of Common Poisons	50 G
1x Chocolate Frog (Unopened)	10 S

APPENDIX

RAT

Tiny beast, unaligned

Armor Class 10

Hit Points 1 (1d4-1)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (0)	9 (-1)	2 (-4)	10 (0)	4 (-3)

Senses Darkvision 30 ft., passive Perception 10

Challenge 0 (10 XP)

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

Actions

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

THIEF (WINNIFRED WILSON)

Small Being

Armor Class 10

Hit Points 13 (3d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	12 (+1)	13 (+1)	14 (+2)

Skills Stealth +4

Senses passive Perception 12

Languages Common

Challenge 0 (0 XP)

Actions

Fist. *Attack Style:* -1 to hit, reach 5 ft., one target.
Hit: 1 (1d4-1)

SWARM OF TINY BIRDS

Small swarm of Tiny beasts

Armor Class 13

Hit Points 16 (9d6-9)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	8 (-1)	2 (-4)	13 (+1)	6 (-2)

Skills Perception +5

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, prone, restrained, stunned

Senses passive Perception 15

Languages —

Challenge 1 (200 XP)

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

Actions

Beaks. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.



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