

# The wls

While most elves live happily in the Queen's Wood, there is a healthy population that are devout enough followers of the High Druid to have relocated to the Wild Wood. Some of the more able among them become an elite group that polices the surrounding area and performs tasks according to the will of the High Druid. They are known as the Owls.

## Initiate

These troops are green in more ways than one.

1<sup>st</sup> level troop [HUMANOID]

Initiative +6

**Flailing batons +6 vs. AC** – 5 damage.

*Natural 16+:* Make a second *flailing batons* attack against the same target as a free action.

**R: Flint daggers +4 vs. AC** – 4 damage.

**AC 17**

PD 15

MD 10

**HP 30**

## Beast Runner

More than even some druids, the beast runners have lived with and learned from the animals of the wilds.

5<sup>th</sup> level wrecker [HUMANOID]

Initiative +8

**Claws of the great bear +10 vs. AC** – 30 damage.

*Natural 16+:* Target is also in pain, save ends.

**C: Horns of the elder ram +8 vs. PD (up to 2 creatures in a group)** – 18 damage.

*Natural 16+:* Targets are dazed until the end of the beast runner's next turn.

**R: Screech of the dire bat +7 vs. MD (1d3 enemies)** – 12 damage, 6 ongoing psychic damage.

*Natural 16+:* Target suffers from fear, save ends.

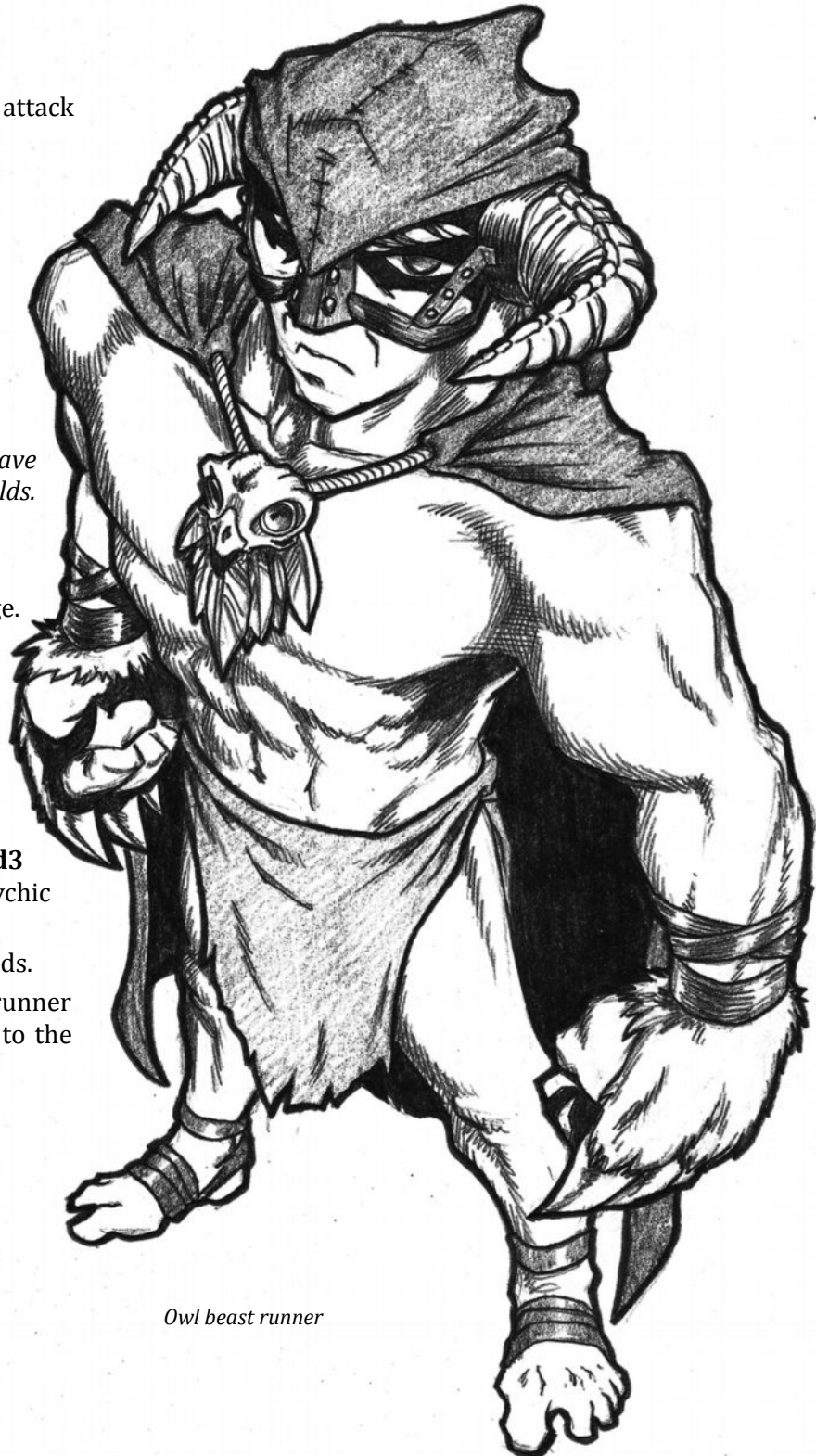
*Pack hunters:* When staggered, each beast runner receives a bonus to their attack rolls equal to the number of beast runners present in battle.

**AC 21**

PD 19

MD 16

**HP 160**



Owl beast runner

# Pacer

Marginally tougher than the initiate, pacers are most often scouts and trackers for the owls.

3<sup>rd</sup> level archer [HUMANOID]

Initiative +9

**Jagged dagger +7 vs. AC** - 8 damage.

**R: Crude shortbow +8 vs. AC** - 11 damage.

*Keep your distance:* If the pacer starts their turn engaged with more than one enemy they summon thorn vines, causing 5 damage to engaged enemies and allowing them to pop free.

**AC 18**

PD 14

**HP 42**

MD 17

# Shaman

The most spiritual of the owls, shamans don't just immerse themselves in nature, but in the magical essence from which life springs.

7<sup>th</sup> level caster [HUMANOID]

Initiative +4

**Thornwood staff +9 vs. AC** - 17 damage, 6 ongoing poison damage, save ends.

**C: Life leech +10 vs. PD (1d3 nearby enemies)** - 30 damage, and the targets are weakened until the end of their next turn.

*Natural 16+:* The shaman gains 21 hp.

*Special:* This ability cannot be used 2 rounds in a row.

**R: Primal howl +12 vs. MD** - 26 damage. If the escalation die is 3 or above, the target also suffers from fear, save ends.

*Natural spirit:* As long as a shaman is in wooded or jungle terrain, he gains a +1 to all defenses.

**AC 21**

PD 18

**HP 102**

MD 20

# Warden

Wardens are the mightiest of the High Druid's elite forces. It doesn't matter what the mission is, a warden will see it through or die trying.

9<sup>th</sup> level leader [HUMANOID]

Initiative +14

**Massive greatsword +15 vs. AC** - 124 damage.

*Natural even miss:* Target is vulnerable to the warden, save ends.

**C: Breathe swarm +11 vs. PD (1 + 1d4 nearby enemies)** - 56 damage.

*Natural odd hit:* Target is also dazed, save ends.

*Natural even hit:* Target takes 22 ongoing poison damage, save ends.

**R: Gift of primal strength (targets one ally, any range)** - Target gains a +1 bonus to AC and attack rolls until the end of the warden's next turn.

*Powerful ally, dangerous foe:* As long as a warden is present in battle, all other owls as well as all beasts gain a +1 to all defenses.

*Pact with nature:* The first time in a battle a warden is staggered, 2 teekon OR 1 mukwa appear to fight alongside him.

## Nastier Specials

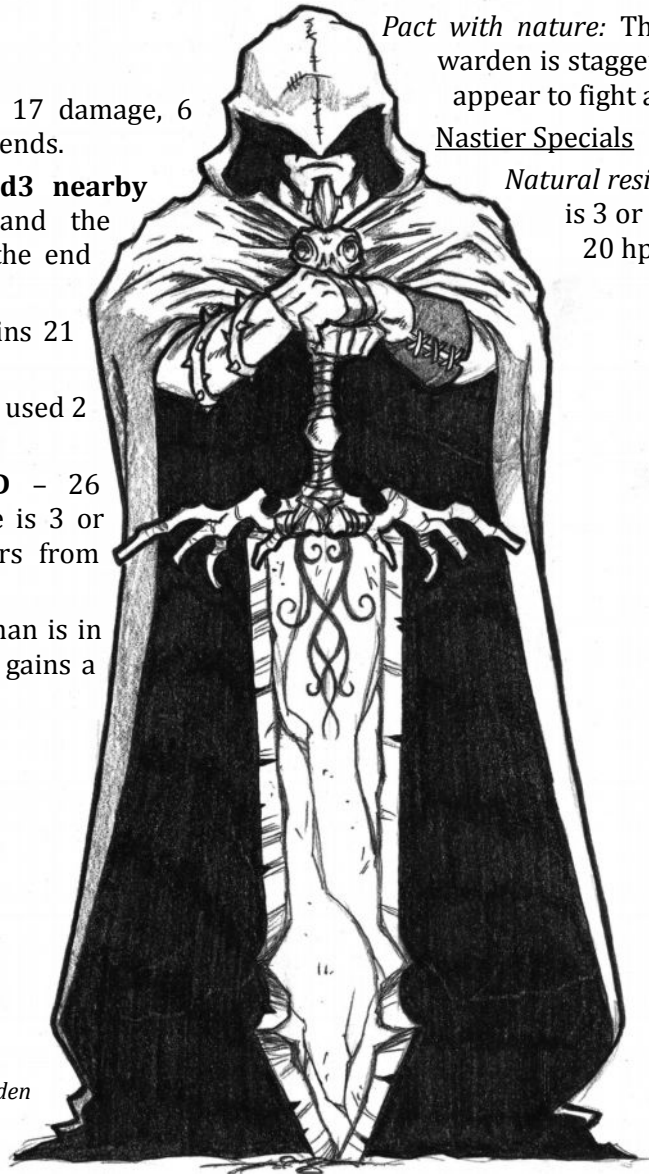
*Natural resilience:* If the escalation die is 3 or higher, the warden regains 20 hp at the start of each turn.

**AC 26**

PD 22

**HP 484**

MD18



Owl warden