

All creature cards

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Goblin Baker

At a glance

Small humanoid (goblinoid) • AC 13 • HP 7 • Speed 30 ft. • Initiative +2

Ability modifiers / saves

STR -1 | DEX +2 | CON +0 | INT +0 | WIS +0 | CHA -1. Use these modifiers for saves and checks unless a trait gives a different bonus.

Action

Choose ONE: rolling pin +4 to hit, reach 5 ft., one target; 4 (1d4+2) bludgeoning.
Shortbow +4, range 80/320 ft., one target; 4 (1d4+2) piercing.

Traits and defenses

Bonus action: Disengage OR Hide. Hiding requires cover/concealment and a Dexterity (Stealth) check (+4). Darkvision 60 ft.; passive Perception 10. Speaks Common and Goblin. No other resistances or special defenses.

How to run it

Use 2 at the dock, at most 2 in the kitchen, or 1 beside Rusk. No reinforcements. Make one attack each turn. Prefer a standing target; no attacks against unconscious heroes.

End the fight without killing

One goblin down or a convincing offer of baking help: surrender. Names: Nib and Crumb. Want safety, pie and respect.

Location / tracking

Dock, kitchen, chief helper • HP now: _____ • Initiative: _____ • Conditions:

Card scope

Simplified homebrew substitute. Use only the actions and traits printed here. Unlisted resistances, immunities and abilities do not apply. Optional creatures replace an encounter; do not add them all. See the DM runbook for common combat rules.

Rusk • Goblin Chief

At a glance

Small humanoid (goblinoid) • AC 14 • HP 22 • Speed 30 ft. • Initiative +2

Ability modifiers / saves

STR +1 | DEX +2 | CON +1 | INT +0 | WIS +0 | CHA +1. Use these modifiers for saves and checks unless a trait gives a different bonus.

Action

Rolling-pin scepter: +4 to hit, reach 5 ft., one target; 5 (1d6+2) bludgeoning. One attack per action.

Traits and defenses

Bonus action: Disengage. Darkvision 60 ft.; passive Perception 10. Common and Goblin. No Multiattack, damage-redirection reaction or bonus damage.

How to run it

Use with ONE Goblin Baker maximum. Starts 15 ft. from the doorway. Wants to look brave; does not pursue a retreating party. At 8 HP or below, stops attacking and offers terms.

End the fight without killing

Promises of teaching and keeping the bakery as the goblins' home secure the recipe without a check. Proud rather than cruel.

Location / tracking

Grammy's apartment • HP now: _____ • Initiative: _____ • Conditions: _____

Card scope

Simplified homebrew substitute. Use only the actions and traits printed here. Unlisted resistances, immunities and abilities do not apply. Optional creatures replace an encounter; do not add them all. See the DM runbook for common combat rules.

Violet Fungus

At a glance

Medium plant • AC 5 • HP 12 • Speed 5 ft. • Initiative -5

Ability modifiers / saves

STR -4 | DEX -5 | CON +0 | INT -5 | WIS -4 | CHA -5. Use these modifiers for saves and checks unless a trait gives a different bonus.

Action

Rotting touch: +2 to hit, reach 10 ft., one target; 3 (1d4+1) necrotic. ONE attack, not 1d4 attacks.

Traits and defenses

Blindsight 30 ft. (blind beyond); passive Perception 6. Immune to blinded, deafened and frightened. No damage resistance. Does not speak.

How to run it

Starts reaching when someone comes within 5 ft. Moves slowly toward the closest living creature, but stays within 15 ft. of the compost. Do not spring it without warning.

End the fight without killing

Walk around the pile. Back off before entering reach; if adjacent in combat, Disengage then leave. No mandatory treasure here.

Location / tracking

Waste pile only • HP now: _____ • Initiative: _____ • Conditions: _____

Card scope

Simplified homebrew substitute. Use only the actions and traits printed here. Unlisted resistances, immunities and abilities do not apply. Optional creatures replace an encounter; do not add them all. See the DM runbook for common combat rules.

Awakened Shrub

At a glance

Small plant • AC 9 • HP 6 • Speed 20 ft. • Initiative -1

Ability modifiers / saves

STR -4 | DEX -1 | CON +0 | INT +0 | WIS +0 | CHA -2. Use these modifiers for saves and checks unless a trait gives a different bonus.

Action

Twig slap: +1 to hit, reach 5 ft., one target; 1 bludgeoning (fixed; on a critical hit, 2).

Traits and defenses

Vulnerable to fire (double fire damage); resistant to piercing (half, rounded down). Passive Perception 10. While motionless looks like a normal shrub. Understands Mac; can squeak simple Common.

How to run it

Block the path and slap boots. Never attack an unconscious hero. Mac recalls them once the heroes stop damaging plants.

End the fight without killing

Apologize, step away from damaged plants, or promise to clean up.

Location / tracking

Mac's warning; TWO maximum • HP now: _____ • Initiative: _____ • Conditions:

Card scope

Simplified homebrew substitute. Use only the actions and traits printed here. Unlisted resistances, immunities and abilities do not apply. Optional creatures replace an encounter; do not add them all. See the DM runbook for common combat rules.

Mac • Gentle Orchard Guardian

At a glance

Huge plant • AC 15 • HP 45 • Speed 20 ft. • Initiative -1

Ability modifiers / saves

STR +4 | DEX -1 | CON +3 | INT +1 | WIS +3 | CHA +1. Use these modifiers for saves and checks unless a trait gives a different bonus.

Action

Branch sweep: +5 to hit, reach 10 ft., one target; 6 (1d6+3) bludgeoning. At 0 HP from this melee attack a hero is knocked unconscious and stable, not killed.

Traits and defenses

Huge plant. Passive Perception 13; Common and Sylvan. No resistances, vulnerabilities, rock attack or Multiattack in this version. Action, once per scene: awaken two shrubs using their cards; they act after Mac. Do not field Mac and shrubs as a planned fight.

How to run it

Warn first; use shrubs first. Mac blocks access rather than hunts heroes. This is a much weaker, explicitly homebrew substitute for the official treant.

End the fight without killing

Promise to protect the orchard. He gives the dryad lead freely after polite conversation.

Location / tracking

Front entrance; TREANT stand-in • HP now: _____ • Initiative: _____ • Conditions:

Card scope

Simplified homebrew substitute. Use only the actions and traits printed here. Unlisted resistances, immunities and abilities do not apply. Optional creatures replace an encounter; do not add them all. See the DM runbook for common combat rules.

Dryad Guardian

At a glance

Medium fey • AC 13 • HP 18 • Speed 30 ft. • Initiative +2

Ability modifiers / saves

STR +0 | DEX +2 | CON +0 | INT +2 | WIS +2 | CHA +2. Use these modifiers for saves and checks unless a trait gives a different bonus.

Action

Apple-wood staff: +4 to hit, reach 5 ft., one target; 3 (1d4+1) bludgeoning. One attack.

Traits and defenses

Bonus action: step into an adjacent living tree and emerge beside a tree within 30 ft. This ends if no destination tree is available. Darkvision 60 ft.; passive Perception 12. Common, Elvish, Sylvan. No charm, spells or extra defenses.

How to run it

The other two dryads retreat and do not join. The active dryad disengages or uses tree-step to escape; never fights to the death.

End the fight without killing

Offer a gift, joke, song or cleanup. They reveal both recipe locations. Harmless thrown apples outside combat deal no damage.

Location / tracking

Orchard; one acts if absolutely needed • HP now: _____ • Initiative: _____ • Conditions: _____

Card scope

Simplified homebrew substitute. Use only the actions and traits printed here. Unlisted resistances, immunities and abilities do not apply. Optional creatures replace an encounter; do not add them all. See the DM runbook for common combat rules.

Sleepy Magmin

At a glance

Small elemental • AC 12 • HP 10 • Speed 20 ft. • Initiative +1

Ability modifiers / saves

STR +0 | DEX +1 | CON +1 | INT -1 | WIS +0 | CHA +0. Use these modifiers for saves and checks unless a trait gives a different bonus.

Action

Warm touch: +3 to hit, reach 5 ft., one target; 3 (1d4+1) fire.

Traits and defenses

Immune to fire. Dim orange glow extends 10 ft. Passive Perception 10. Understands Ignan and basic gestures. No ignition or death explosion in this version.

How to run it

Warns with a hiss. Only fights if struck or dragged from its oven; retreats into the oven at half HP.

End the fight without killing

Leave it warm and undisturbed; offer dry wood. It lends steady heat for baking.

Location / tracking

Oven alternative: choose ONE resident • HP now: _____ • Initiative: _____ • Conditions:

Card scope

Simplified homebrew substitute. Use only the actions and traits printed here. Unlisted resistances, immunities and abilities do not apply. Optional creatures replace an encounter; do not add them all. See the DM runbook for common combat rules.

Sleepy Smoke Mephit

At a glance

Small elemental • AC 12 • HP 12 • Speed 20 ft.; fly 30 ft. • Initiative +2

Ability modifiers / saves

STR -1 | DEX +2 | CON +0 | INT +0 | WIS +0 | CHA +0. Use these modifiers for saves and checks unless a trait gives a different bonus.

Action

Soot swipe: +3 to hit, reach 5 ft., one target; 3 (1d4+1) bludgeoning.

Traits and defenses

Action, once per encounter: cough soot in a 5-ft. radius centered on itself. Area is lightly obscured until its next turn; sight-based Perception checks have disadvantage, but attacks do not. Immune to poison damage and poisoned. Darkvision 60 ft.; passive Perception 10; Common and Auran. No death burst, summoning or spellcasting.

How to run it

Flies above an oven to complain. Flees into the chimney at 6 HP or fewer; one creature only.

End the fight without killing

Open the chimney damper and promise not to sweep it away. Wants somewhere to nap.

Location / tracking

Oven alternative: choose ONE resident • HP now: _____ • Initiative: _____ • Conditions:

Card scope

Simplified homebrew substitute. Use only the actions and traits printed here. Unlisted resistances, immunities and abilities do not apply. Optional creatures replace an encounter; do not add them all. See the DM runbook for common combat rules.

Sleepy Magma Mephit

At a glance

Small elemental • AC 11 • HP 14 • Speed 20 ft.; fly 20 ft. • Initiative +1

Ability modifiers / saves

STR +0 | DEX +1 | CON +1 | INT +0 | WIS +0 | CHA +0. Use these modifiers for saves and checks unless a trait gives a different bonus.

Action

Hot claw: +3 to hit, reach 5 ft., one target; 4 (1d6+1) fire.

Traits and defenses

Immune to fire. Vulnerable to cold (double damage). Darkvision 60 ft.; passive Perception 10. Common and Ignan. No breath weapon, death burst, summoning or spellcasting.

How to run it

One attack then backs toward its oven. Stops when the heroes withdraw. Never add other oven creatures.

End the fight without killing

Give it a hot brick or feed the oven. It prefers warm company to fighting.

Location / tracking

Oven alternative: choose ONE resident • HP now: _____ • Initiative: _____ • Conditions:

Card scope

Simplified homebrew substitute. Use only the actions and traits printed here. Unlisted resistances, immunities and abilities do not apply. Optional creatures replace an encounter; do not add them all. See the DM runbook for common combat rules.

Young Fire Snake

At a glance

Medium elemental • AC 12 • HP 14 • Speed 20 ft. • Initiative +1

Ability modifiers / saves

STR +1 | DEX +1 | CON +1 | INT -4 | WIS +0 | CHA -3. Use these modifiers for saves and checks unless a trait gives a different bonus.

Action

Ember bite: +3 to hit, reach 5 ft., one target; 4 (1d4+2) fire.

Traits and defenses

Immune to fire; vulnerable to cold. Darkvision 60 ft.; passive Perception 10. Understands Ignan but cannot speak. No heated-body contact damage or Multiattack.

How to run it

Coils around a warm grate. Hisses and retreats into the oven before biting. A threatened animal, not a boss.

End the fight without killing

Use a long tool to move a warm brick into the oven, letting it follow. Otherwise leave it alone.

Location / tracking

Oven alternative: choose ONE resident • HP now: _____ • Initiative: _____ • Conditions:

Card scope

Simplified homebrew substitute. Use only the actions and traits printed here. Unlisted resistances, immunities and abilities do not apply. Optional creatures replace an encounter; do not add them all. See the DM runbook for common combat rules.

Young Rust Monster

At a glance

Medium monstrosity • AC 13 • HP 16 • Speed 30 ft. • Initiative +1

Ability modifiers / saves

STR +1 | DEX +1 | CON +1 | INT -4 | WIS +1 | CHA -2. Use these modifiers for saves and checks unless a trait gives a different bonus.

Action

Bite: +3 to hit, reach 5 ft., one target; 4 (1d6+1) piercing.

Traits and defenses

Action, once per encounter: touch an unattended nonmagical metal object within 5 ft.; corrode a palm-sized patch. Cannot affect worn/carried gear in this beginner version. Darkvision 60 ft.; passive Perception 11. No other defenses. No speech.

How to run it

Only one. Sniffs scrap iron before approaching anyone. Leaves once it has a meal; do not permanently destroy beginner equipment.

End the fight without killing

Toss a spare nail, broken horseshoe or other scrap away from the path.

Location / tracking

Unused travel alternative; substitute for dock fight • HP now: _____ • Initiative: _____ • Conditions: _____

Card scope

Simplified homebrew substitute. Use only the actions and traits printed here. Unlisted resistances, immunities and abilities do not apply. Optional creatures replace an encounter; do not add them all. See the DM runbook for common combat rules.

Young Giant Spider

At a glance

Large beast • AC 13 • HP 16 • Speed 30 ft.; climb 30 ft. • Initiative +2

Ability modifiers / saves

STR +1 | DEX +2 | CON +1 | INT -4 | WIS +1 | CHA -3. Use these modifiers for saves and checks unless a trait gives a different bonus.

Action

Bite: +4 to hit, reach 5 ft., one target; 4 (1d4+2) piercing. No poison in this version.

Traits and defenses

Action, once per encounter: web a creature within 30 ft.; target makes DC 11 Dexterity save or is restrained. Target or adjacent ally can use an action for DC 11 Strength to break it; web AC 10, HP 3, immune poison/psychic. Climbs walls/ceilings without checks. Darkvision 60 ft.; passive Perception 11.

How to run it

One spider only. Starts visibly above the trail. Retreats if bloodied (8 HP) or its web is destroyed.

End the fight without killing

Go around the obvious web or lure it toward thrown food. Do not stack web and bite in the same action.

Location / tracking

Unused travel alternative; substitute for dock fight • HP now: _____ • Initiative: _____ • Conditions: _____

Card scope

Simplified homebrew substitute. Use only the actions and traits printed here. Unlisted resistances, immunities and abilities do not apply. Optional creatures replace an encounter; do not add them all. See the DM runbook for common combat rules.

Wary Black Bear

At a glance

Medium beast • AC 11 • HP 19 • Speed 40 ft.; climb 30 ft. • Initiative +0

Ability modifiers / saves

STR +2 | DEX +0 | CON +2 | INT -4 | WIS +1 | CHA -2. Use these modifiers for saves and checks unless a trait gives a different bonus.

Action

Claw: +4 to hit, reach 5 ft., one target; 5 (1d6+2) slashing. ONE attack; no Multiattack.

Traits and defenses

Advantage on smell-based Wisdom (Perception) checks. Passive Perception 11; no special defenses; no language.

How to run it

Guards a food stash and warns with a growl. Stops pursuing once the party moves 30 ft. away from the stash.

End the fight without killing

Give it space, distract with food, or DC 10 Animal Handling to withdraw calmly. Failure is a louder warning, not a free attack.

Location / tracking

Unused travel alternative; substitute for dock fight • HP now: _____ • Initiative: _____ • Conditions: _____

Card scope

Simplified homebrew substitute. Use only the actions and traits printed here. Unlisted resistances, immunities and abilities do not apply. Optional creatures replace an encounter; do not add them all. See the DM runbook for common combat rules.

Lost Bugbear Forager

At a glance

Medium humanoid (goblinoid) • AC 13 • HP 20 • Speed 30 ft. • Initiative +1

Ability modifiers / saves

STR +2 | DEX +1 | CON +1 | INT +0 | WIS +0 | CHA +0. Use these modifiers for saves and checks unless a trait gives a different bonus.

Action

Club: +4 to hit, reach 5 ft., one target; 5 (1d6+2) bludgeoning.

Traits and defenses

Darkvision 60 ft.; passive Perception 10; Common and Goblin. No surprise attack, Brute bonus, Multiattack or special defenses.

How to run it

One only, visible at the roadside. Hungry and tired. Offers a truce at 10 HP. Never ambushes beginners.

End the fight without killing

Share food or give directions to the bakery. Wants lunch, not treasure.

Location / tracking

Unused travel alternative; substitute for dock fight • HP now: _____ • Initiative: _____ • Conditions: _____

Card scope

Simplified homebrew substitute. Use only the actions and traits printed here. Unlisted resistances, immunities and abilities do not apply. Optional creatures replace an encounter; do not add them all. See the DM runbook for common combat rules.

Curious Blink Dog

At a glance

Medium fey • AC 13 • HP 16 • Speed 40 ft. • Initiative +2

Ability modifiers / saves

STR +1 | DEX +2 | CON +1 | INT +0 | WIS +1 | CHA +1. Use these modifiers for saves and checks unless a trait gives a different bonus.

Action

Bite: +3 to hit, reach 5 ft., one target; 4 (1d6+1) piercing.

Traits and defenses

Bonus action, once per encounter: teleport up to 30 ft. to a visible empty space. Advantage on hearing/smell Perception checks. Passive Perception 11; understands Sylvan, communicates by barks. No other defenses.

How to run it

Only bites if attacked and cornered. Teleports out of reach and leaves at half HP.

End the fight without killing

Offer food and let it sniff a hand. It can point the heroes toward the orchard.

Location / tracking

Unused travel alternative; usually friendly • HP now: _____ • Initiative: _____ •
Conditions: _____

Card scope

Simplified homebrew substitute. Use only the actions and traits printed here. Unlisted resistances, immunities and abilities do not apply. Optional creatures replace an encounter; do not add them all. See the DM runbook for common combat rules.

Small Vine Blight

At a glance

Medium plant • AC 12 • HP 16 • Speed 10 ft. • Initiative -1

Ability modifiers / saves

STR +2 | DEX -1 | CON +1 | INT -3 | WIS +0 | CHA -3. Use these modifiers for saves and checks unless a trait gives a different bonus.

Action

Vine lash: +4 to hit, reach 10 ft., one target; 4 (1d4+2) bludgeoning. No automatic grapple.

Traits and defenses

Action, once per encounter: one target within 10 ft. makes DC 11 Strength save or is restrained. Target or adjacent ally can use an action for DC 11 Strength check to free it; restraint also ends if blight drops to 0 HP. Blindsight 30 ft. (blind beyond), immune blinded/deafened. Passive Perception 10; understands Common.

How to run it

One only. Guards a small patch of brambles. Moves slowly and never leaves the patch. Do not lash and entangle on the same action.

End the fight without killing

Walk around or cut a separate path at a safe distance. It is not guarding a recipe clue.

Location / tracking

Unused travel alternative; substitute for dock fight • HP now: _____ • Initiative: _____ • Conditions: _____

Card scope

Simplified homebrew substitute. Use only the actions and traits printed here. Unlisted resistances, immunities and abilities do not apply. Optional creatures replace an encounter; do not add them all. See the DM runbook for common combat rules.

Pipkin • Wizard's Imp

At a glance

Tiny fiend (devil) • AC 13 • HP 10 • Speed 20 ft.; fly 30 ft. • Initiative +3

Ability modifiers / saves

STR -2 | DEX +3 | CON +0 | INT +1 | WIS +1 | CHA +2. Use these modifiers for saves and checks unless a trait gives a different bonus.

Action

Swat: +3 to hit, reach 5 ft., one target; 1 bludgeoning (fixed; critical 2). No poisonous sting in this companion version.

Traits and defenses

Action: become invisible until it attacks or chooses to end it (no concentration needed in this homebrew card). Darkvision 60 ft.; passive Perception 11; Common and Infernal. Immune fire and poison damage; immune poisoned. No other defenses or shapechanging.

How to run it

If attacked, turns invisible, flees and calls Tyndareus. Does not accompany the heroes or solve their quest.

End the fight without killing

Businesslike and proud of the tea service. Wants visitors to avoid breaking the wizard's things.

Location / tracking

Tower host; never a planned opponent • HP now: _____ • Initiative: _____ • Conditions: _____

Card scope

Simplified homebrew substitute. Use only the actions and traits printed here. Unlisted resistances, immunities and abilities do not apply. Optional creatures replace an encounter; do not add them all. See the DM runbook for common combat rules.

Tyndareus the Green

At a glance

Medium humanoid (human) • AC 12 • HP 24 • Speed 25 ft. • Initiative +0

Ability modifiers / saves

STR -1 | DEX +0 | CON +1 | INT +3 | WIS +2 | CHA +2. Use these modifiers for saves and checks unless a trait gives a different bonus.

Action

Walking stick: +1 to hit, reach 5 ft., one target; 1 bludgeoning (fixed; critical 2).

Traits and defenses

Action, once per scene: protective shimmer gives him 10 temporary HP for 1 minute (do not stack). Passive Perception 12; Common and Elvish. No attack spells or other combat abilities in this intentionally incomplete-in-world, self-contained table version.

How to run it

Calls for calm and withdraws if threatened. Not a monster encounter and not a companion who fights for the heroes.

End the fight without killing

Wants a taste of childhood. Gives supplies and keeps his promised reward. Can repair the torn recipe after the quest as narrative magic.

Location / tracking

Tower quest-giver; narrative support • HP now: _____ • Initiative: _____ • Conditions:

Card scope

Simplified homebrew substitute. Use only the actions and traits printed here. Unlisted resistances, immunities and abilities do not apply. Optional creatures replace an encounter; do not add them all. See the DM runbook for common combat rules.