



AGE 12+

THRILL OF THE HUNT



Learn about the ancient hunt on Ellervu Forest and the power amongst the Ellervu Bears.

5E COMPATIBLE ADVENTURE

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Ellervu Forest is one of the oldest and largest in the Elven Woodlands. A sect from the kingdom of Silverion is carrying out a hunt to test its novices, something which is frowned upon by other elves. This is a one-shot RPG adventure meant for four or five 3rd level characters by Cast n Play.

STORY OVERVIEW

Thrill of the Hunt's plot is as follows:

- The sect of the Nastare Serce believes in obtaining strength by conquering nature, which is why they hunt dangerous creatures. Before becoming a fledged member, the novices must slay a creature and deliver the final blow.
- The sect is hunting a powerful bear in the forest.
- Erphen Nester, a bard, heard about the sect's latest hunt and decided to intervene. However, upon seeing their large numbers, he retreated. He wants to save the bear, but he lacks the bravery.

ABOUT ELLERVU FOREST

An ancient forest brimming with tall trees and even thicker foliage. The forest is home to various fauna and flora, many of them dangerous. It is a place bursting with sounds, smells, and sights.

PROLOGUE

Light filters through the leaves and onto the ground, revealing thick trees standing like giants. Although stillness governs the scenery, the sounds and smells in the air affirm that you're not alone, and the forest feels alive. Shadows cast by the leaves and other objects fall onto the ground and the trees. It's hard to tell which belong to leaves, and which belong to something else. There's no doubt that Ellervu Forest is an ancient place that still radiates vitality and creatures.

THE FOREST

The forest becomes thicker the deeper one goes, making it challenging to move. If any of the PCs decides to investigate the surroundings, a successful DC 13 Intelligence (Investigation) reveals a sad music coming from a hidden path on the left. If nobody in the party decides to investigate, skip to the Meadow of Traps section. If someone investigated, continue to A Bard's Dilemma.

A BARD'S DILEMMA

Located half an hour from the fork, the bard, Erphen Nester, is sitting on a fallen tree, playing his harp, lamenting he couldn't do more to rescue the bear from the sect.

A delightful melody, faint but persistent, drifts through the air. It evokes sadness and melancholy. Sitting on a fallen tree is an elf, playing an elegant harp. He's concentrated, passion flowing through his fingers and into the strings. His music is moving, even heartbreaking. What could he be feeling or, even more important, why?

Erphen will continue playing until the PCs decide to talk to him. If they approach using stealth, Erphen will pretend he hasn't noticed them until they are close, and then say: "I didn't realize I had an audience."

Development. The bard sees the party as potential help, but will still be hesitant to ask for it until he discovers more about them. If the party is courteous, he will explain why he's in the forest, who the sect is, their purpose, and indicate their whereabouts. Should the party take a more aggressive approach, Erphen will give out much less information (although always where the sect is hunting). If attacked, he will summon two bears to his aid and fight. Skip to the Elven Hunters section if the PCs accept the quest. If any PC rolls a DC 14 Intelligence (History) check and succeeds, they remember that a new sect appeared in Silvarion some decades back who practice huntings.

Reward. Erphen will promise a reward if the PCs decide to rescue the bear.

Treasure. Before they head out, Erphen will hand the PCs 4 *greater healing potions*, and a *speak with animals potion* (works the same as the spell) as an advancement.

WHAT ERPHEN NESTER KNOWS

The sect is called Nastare Serce, and its members carry out ritualistic hunts to become stronger.

They consider nature's destructive aspects the most important.

A mysterious elf named Eldarion is their leader and claims that elves can only be expected to survive by growing stronger.

The sect's numbers have increased over the years and they are about 300.

The kingdom of Silvarion does not view them as heretics, nor has it banned them.

The prey is a bear, which the novices' need to kill.

Nastare Serce's followers tend to be very loyal

Members are proud of the sect and its customs

The sect has hunting parties all over the forest

Nature balances itself out, with no need for morals.

All the members are elves, so far.

Erphen knows them well since they come from the same kingdom and has sabotaged some of their hunts.

ROLEPLAYING ERPHEN NESTER

The bard will be friendly, but cautious. He is glad the party aren't the elves but they are still strangers. He will finally see them as possible help in saving the bear. His affection for animals and disapproval of the sect's actions are obvious, even though it is not illegal in Silvarion. It is clear he doesn't enjoy fighting that much.

MEADOW OF TRAPS

An hour's distance from the fork is an area of the forest covered with hidden traps.

The trees are immense and feel old. It dawns on you that it is quiet. Very quiet compared to the other parts of the forest you have traveled through. The trees' branches curve out in all directions, making it impossible to see beyond your closest surroundings. It is no wonder that Ellervu Forest is a home to so many creatures... tiny and large.

Traps. The entire area is filled with bear traps hidden on the ground. There are $d4 + 2$ traps in total. A successful DC 14 Wisdom (Perception) is required to detect each one. If the party detects the traps, a successful DC 16 Dexterity check is needed to disarm them. Each trap does 1d6 piercing damage and the target becomes grappled. The party needs only to disarm 3 traps to clear a path.

If the players detected and disarmed the traps, they discover tracks leading to the hunters; skip to the Elven Hunters section.

Hylta Qyncine. Should any of the PCs fall into a trap and can't disarm it, they will hear some footsteps heading towards them. After a moment, an attractive female elf appears from a gap between the trees, her face drenched with sweat as she's been running for a while. Hylta Qyncine, a grove wanderer, will help them out. Hylta is a novice and got left behind as she couldn't find her weapons, and she's catching up with the other hunters. After helping the party, Hylta will be in a hurry to leave and meet the other elves. When she leaves, the PCs may follow her.

Treasure. In the area there's a backpack with 4 *greater healing potions*, and the following spell scrolls: *ray of enfeeblement*, *sleep*, and *expeditious retreat*.

ROLEPLAYING HYLTA QYNCINE

Friendly and in a hurry. She will say she got left behind and must catch up. If she doesn't catch up and participate in the hunt, the sect might expel her. She's concerned about being expelled, since the sect is the closest thing to a "family" she's ever had. This creates a conflict for her since she isn't comfortable with the hunt, especially harming the bear for no reason. The players can exploit this and make her an ally with a successful DC 15 Charisma (Persuasion) check.

ELVEN HUNTERS

The elves of the sect have been tracking a bear for a day and they are closing in. If the party approached the elves from Epher's location, it takes them two hours to reach them, while it took them an hour from the meadow of traps.

A cool current ruffles the foliage. Hidden underneath its whistling, you detect the sounds of voices. The language is not common, but it is recognisable. Everyone has heard it. It is Elvish. In this area, the trees are more dispersed, allowing for easier movement. They look sturdier than the others you've come across. The voices are close, only a short distance away. However, because of the trees blocking the line of sight, it is hard to tell how many individuals are talking.

The members of the elven sect, Nastare Serce, are getting ready for the final stage of the hunt. The leaders, Eldarion and Vahainen, are talking amongst themselves while the novices are preparing to battle the bear. So far, the elves are unaware of the PCs presence, so the party has options on how to proceed. Whatever they select, the two leaders will not intervene in the hunt or in a fight against the novices should it occur since the ordeal is one the novices have to pass. The novices are much younger than their commanders.

Observe. The PCs remain in the distance just watching. This ends up with the elves attacking the bear and slaying it if the PCs just watch and do nothing. To remain unseen requires a successful DC 13 Dexterity (Stealth) check.

Parley. The PCs approach the elves and begin a parley. Persuading the elves to allow them to take part in the hunt requires a DC 14 Charisma (Persuasion). If successful, the elves will allow them to participate, but remark that their novices must give the killing blow. If the PCs fail the check, the elves will allow them to participate, but betray them when combat with the bear begins by climbing into the trees and leaving them alone against the bear.

Stopping the Hunt. If the PCs demand the elves stop the hunt, they will need a successful DC 17 Charisma (Intimidation) check. In case the check is unsuccessful, the elves will refuse and warn the PCs to leave. During this exchange, the bear escapes, leading to combat against the elves.

Mentioning the bard. If during the parley, the PCs mention Erphen Nester the bard, the elves will state that he's a liar, and he's tried to ruin their hunts on various occasions. They will finish by inviting them to join the hunt and will be rewarded. However, there is no reward. This is just to use the party as bait for the bear.

Final Blow. The novices are expected to deal the killing blow. In the event that the PCs give the final blow, the novices will engage in combat against them unless the PCs persuade them to pardon them with a successful DC 18 Charisma (Persuasion) check.

Novices. The novices are: **sylvan protector** Fandoor Elyar, **shadow arcanist** Vidar Saalor, **grove wanderer** Hylta Qyncine, **sunleaf archer** Jhaeros, and **moonflower archer** Eletha.

The Bear, Ursalor. one of the few remaining bears of its kind. It will fight to survive and flee if the opportunity presents itself. Should any PC back off or give the bear space, it will not attack that individual.

Commanders. The sect's leader, **Guardian of the Forest** Eldarion, is present in the hunt. Although not taking part, he's just observing. The hunt's commander is a **mystwood rider**, Vahainen Kalabar. They are observing and guiding, but won't participate directly in the bear hunt since the ordeal is one the novices have to pass. If the PCs decide to fight the novices, the commanders will remain in the distance just watching from their mounts. When the last of the novices falls, Eldarion will whisper something to Vahainen, dismount, and challenge the PCs to a duel. He will silently stare at them, throw each of them a *great healing potion* before engaging in combat.

Eldarion stares at you, and in a swift, almost undetectable movement, throws each of you a healing potion. Until now, you hadn't realized how much strength and authority emanates from him. He gives a nod, and Vahainen rides away and disappears beyond some trees and you.

"Now that we're alone. I admit I admire your prowess. Your strength. The novices failed because they were weak, you were strong. I want your strength..."

Aftermath. The PCs may choose to return with Erphen Nester for a reward if they saved the bear, or report what happened if they just observed. If the PCs fought the novices and defeated them, and then bested Eldarion, read the following box out loud:

The novices and Eldarion lie dead. Their bodies now will become one with the forest, the place they worshiped and where hundreds of beasts fell under their blades. It might be your imagination, but elves' blood seems to be swallowed by the ground, as if the forest was quenching a deep thirst. Maybe the elves were right? Maybe nature is bloodthirsty, or maybe this is just an illusion. Before you can expand on these thoughts, the thunderous sound of horns, clanking of armors, and the heavy thudding of footsteps interrupt you. Dozens, maybe a hundred elves, are heading towards you.

No doubt the other commander is returning with reinforcements. However, you cannot ascertain. Without realizing it, a profound instinct possessed you and made you flee in the opposite direction. You're no stranger to it. The urge to survive is strong on all living creatures.

Treasure. The novices have 4 *healing potions*, 2 *potions of poison*, two *spell scrolls* (*mage armor*, and *spider climb*) and 100 gp. Eldarion carries his guardian blade which is a +1 magic weapon and can temporarily blind a target after dealing it damage.

ROLEPLAYING THE ELVES

The novices are a mixed bunch. Some will be serious and devout followers, while others are more relaxed. As for the commanders, Eldarion will not talk with anyone except Vahainen, whispering to him any necessary comments or orders. He will not show any emotion. If the PCs try to approach him, Vahainen will stand in the way and state that all matters are dealt through him. Vahainen is a smooth talker and projects authority. He is pushing for the novices to succeed, even if it means dealing with the PCs.

RETURN WITH ERPHEN NESTER

The bard is sitting in the same position and playing his harp.

A song rings in the air. It is beautiful but sad. The trees around the bard seem to be swaying to his notes, left to right in perfect unison. Each note stirs your heart, like needles penetrating it. Erphen rises from his spot and turns to look at you as he stops playing. His eyes pierce you.

Erphen will ask the party if they rescued the bear. Deceiving the bard requires a DC 17 Wisdom (Deception) successful check. If successful, the bard will rejoice, pay the PCs their reward, and dedicate a song to them. However, if the PCs didn't save the bear or failed to lie about it, an unstoppable wrath will consume the bard.

"I see ... a ballad for the bear."

Erphen starts playing a beautiful song. The notes are fast and intense.

"Its blood is also on your hands."

The bard pulls a last string and a tomb-like silence descends in the forest, only to be broken by a pair of loud roars.

Creatures. Erphen summons two **ellervu bears** who appear behind the PCs. The bears, who are hostile, will fight until they are killed or Erphen dies, at which point the effect will be broken. While the bears engage the party, Erphen will attack with spells or abilities from a distance.

Treasure. On Erphen, the PCs find the following items: *Talisman of wild shape* (works like the druid's ability), *magic dagger +1*, *spell scroll of fly*, and 200 gp.

EPILOGUE

Whether the party defeated the elves or if they killed Erphen the bard, remaining in the area is a poor idea since either the sect's reinforcements will punish the party for killing the novices, or some animals will avenge the bard. Regardless, darkness falls, and the forest proves lethal after sunset.

The forest is a witness to your deeds. It doesn't judge, it just is, just like nature. However, its inhabitants are another matter. The powerful odor of blood fills the air, reminding you that in the wilderness, nature has one law, kill or be killed.

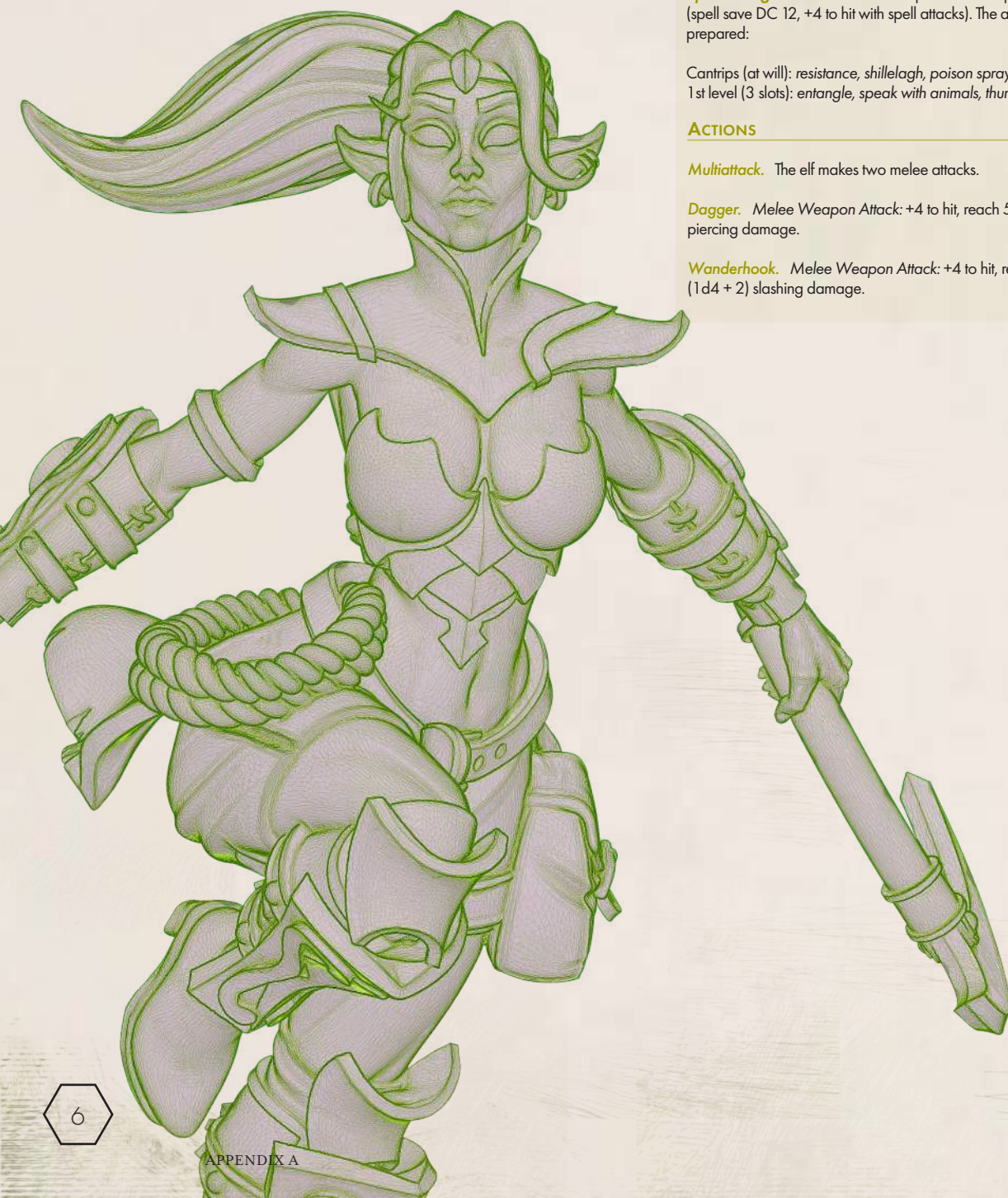
Experience. Each PC receives 1,450 xp for defeating the novices and Eldarion. 950 xp for defeating the bard and the bears. If the party solves the adventure without combat, each PC receives 600 xp.

Bounty. If the PCs killed the novices and Eldarion, the sect will offer a 500 gp bounty for them.

APPENDIX A: NPCS AND MONSTERS

Elven Grove Wanderer, Hylta Qycine

The grove wanderers are the sect's most adept at detecting and communicating with animals. Their druidic skills serve them and the others when on a hunt or to spot potential trophies in the forest. Nastare Serce, the sect, has many of their wanderers spread out in designated spots in the area. Since Elervu Forest constantly changes, the wanderers have their hands full, keeping track of new creatures and plants.



Elven Grove Wanderer

Medium Humanoid, Neutral

Armor Class 11 (16 with Barkskin)

Hit Points 14 (2d8+1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	14 (+2)	12 (+1)

Skills Nature +4, Perception +3, Survival +4

Senses Darkvision 60ft., Passive Perception 14

Languages Common, Elvish

Challenge 1/4 (50 XP)

Fey Ancestry. The elf has advantage on saving throws against being charmed, and magic can't put the elf to Sleep.

Spellcasting. The elf is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

Cantrips (at will): *resistance, shillelagh, poison spray*

1st level (3 slots): *entangle, speak with animals, thunderwave*

ACTIONS

Multiattack. The elf makes two melee attacks.

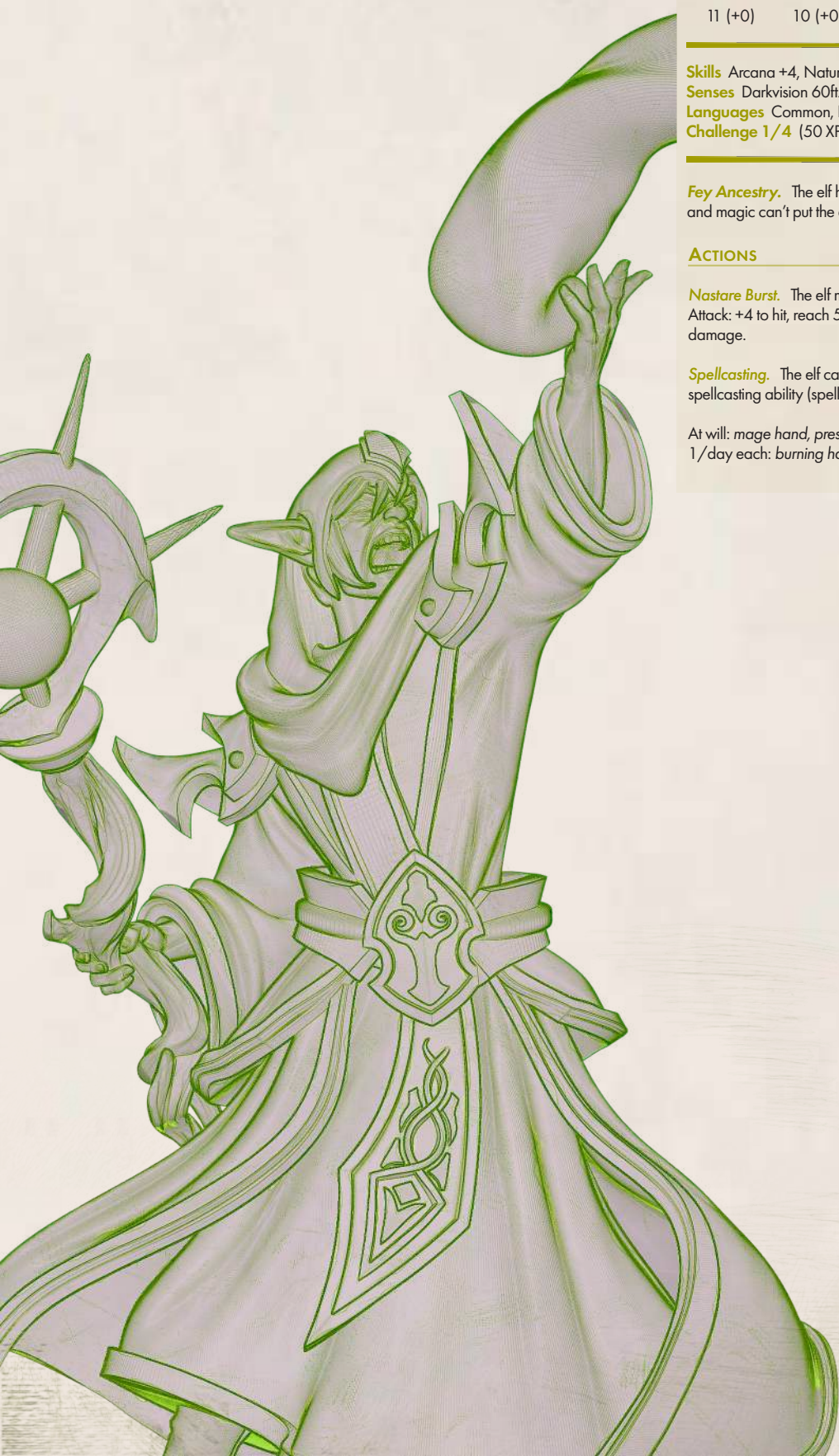
Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Wanderhook. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. Hit: 4 (1d4 + 2) slashing damage.

Elven Shadow Arcanist, Vidar Saalor

The sect's spellcasters.

When elves apply to the sect, the sect sends those who display magical talents to a secret grove in Ellervu Forest for special training.



Shadow Arcanist

Medium Humanoid, Neutral

Armor Class 10 (13 with mage armor)
Hit Points 11 (3d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	10 (+0)	14 (+2)	12 (+1)	12 (+1)

Skills Arcana +4, Nature +4, Perception +5
Senses Darkvision 60ft., Passive Perception 12
Languages Common, Elvish
Challenge 1/4 (50 XP)

Fey Ancestry. The elf has advantage on saving throws against being charmed, and magic can't put the elf to Sleep.

ACTIONS

Nastare Burst. The elf makes one burst or spell attack. Melee or Ranged Spell Attack: +4 to hit, reach 5 ft. or range 90 ft., one target. Hit: 6 (1d8 + 2) force damage.

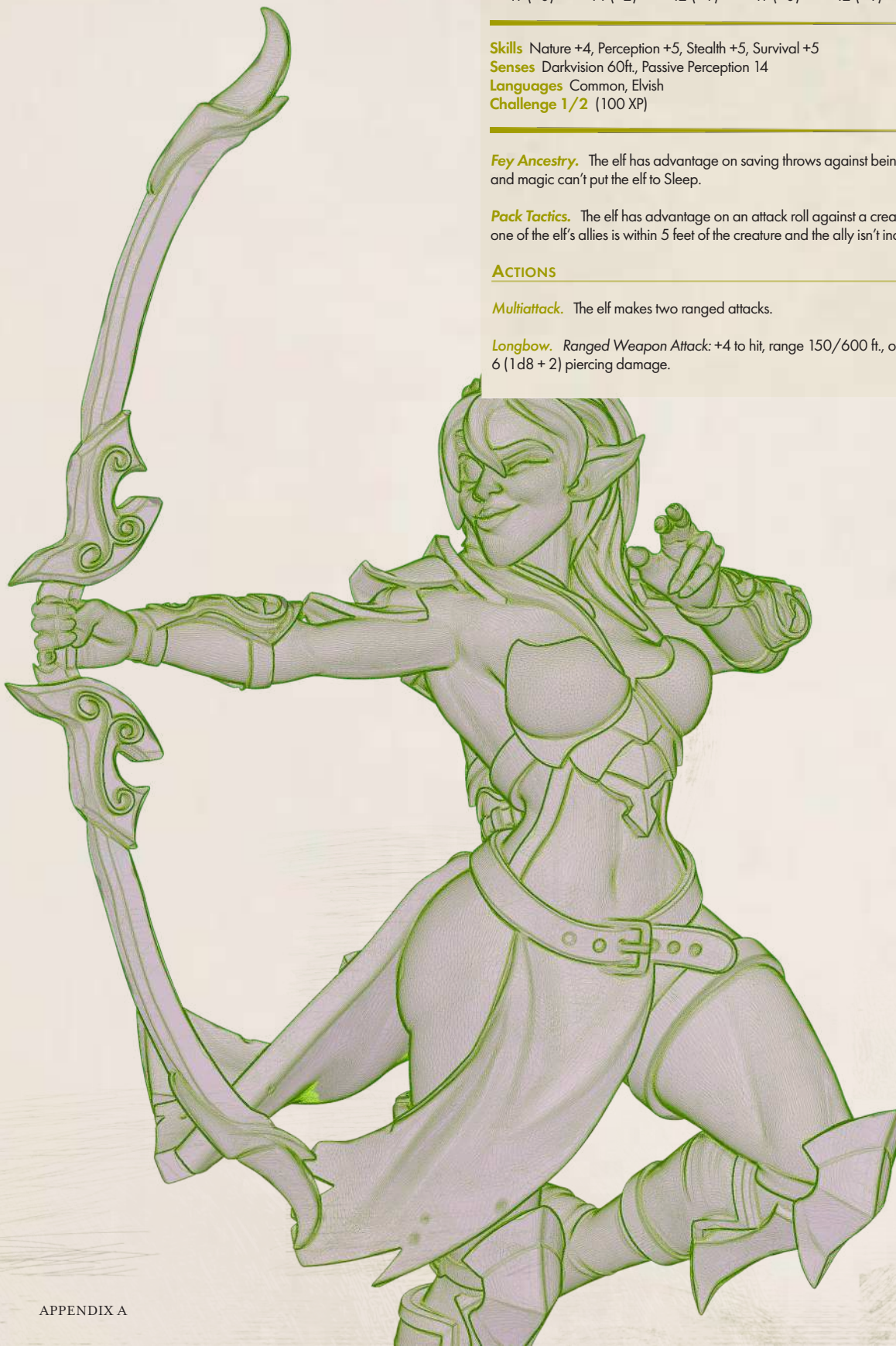
Spellcasting. The elf casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 12):

At will: *mage hand, prestidigitation*
 1/day each: *burning hands, disguise self, mage armor.*

Moonflower Elven Archers, Eletha

Like the elves of the realm, these archers are talented bow users and have a natural knack for hunting and tracking.

As with their male counterparts, they train in the forest's treetops under the harshest of conditions.



Moonflower Elven Archer

Medium Humanoid, Neutral

Armor Class 13 (Sect Armor)

Hit Points 16 (3d8+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	12 (+1)	12 (+1)

Skills Nature +4, Perception +5, Stealth +5, Survival +5

Senses Darkvision 60ft., Passive Perception 14

Languages Common, Elvish

Challenge 1/2 (100 XP)

Fey Ancestry. The elf has advantage on saving throws against being charmed, and magic can't put the elf to Sleep.

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

ACTIONS

Multiattack. The elf makes two ranged attacks.

Longbow. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target: Hit: 6 (1d8 + 2) piercing damage.

Sunleaf Arrow Archer, Jhaeros

The Silvarion school of archery is one of the most prestigious in Eluan, and the sect's archers reflect that.

The sunleaves train atop the trees of majestic Ellervu; dealing with unstable elements such as the resistance of branches where they stand, potent gusts, and dense foliage. Their trainers argue that anyone who can hit a target through the thick leaves of trees while retaining their balance is capable of hitting any target on the ground. So far, this philosophy has proved correct.



Sunleaf Elven Archer

Medium Humanoid, Neutral

Armor Class 13 (Sect Armor)
Hit Points 16 (3d8+3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+2)	12 (+1)	11 (+0)	12 (+1)	12 (+1)

Skills Nature +4, Perception +5, Stealth +6, Survival +5
Senses Darkvision 60ft., Passive Perception 14
Languages Common, Elvish
Challenge 1/2 (100 XP)

Fey Ancestry. The elf has advantage on saving throws against being charmed, and magic can't put the elf to Sleep.

Keen Hearing and Sight. The elf has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Multiattack. The elf makes two ranged attacks.

Longbow. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target: Hit: 6 (1d8 + 2) piercing damage.

Elvish Sylvan Protector, Fandoor Elyar

The file and rank of the sect of Nastare Serce, the protectors are firm followers of Eldarion's teachings, whom they consider a mentor and sort of prophet.

"Nature is balance. It gives life, but also death. Free from weakness, because it simply is. It doesn't judge, it has no morals, it simply exists and destroys when the moment is appropriate. It always seeks balance. Be strong like nature." This is the sect's creed.

Sylvan Protector

Medium Humanoid, Neutral

Armor Class 13 (Sect Armor)
Hit Points 17 (3d8)
Speed 30 ft.

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

Skills Nature +3, Perception +3, Stealth +4
Senses Darkvision 60ft., Passive Perception 13
Languages Common, Elvish
Challenge 1/4 (50 XP)

Fey Ancestry. The elf has advantage on saving throws against being charmed, and magic can't put the elf to Sleep.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target: Hit: 4 (1d6 + 4) slashing damage.



Eldarion, Guardian of the Forest

A virtuoso combatant, Eldarion. is always present at the front line. He allows his commanders total freedom and gives advice in certain circumstances.

He hides his emotions and seems to be burdened by knowledge of something yet to come. A catastrophe that has not occurred, which is why he seeks strength at all costs.



Eldarion

Medium Humanoid, Lawful Neutral

Armor Class 13 (Guardian Armor)

Hit Points 50 (3d8+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+2)	12 (+1)	11 (+0)	12 (+1)	12 (+1)

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5, Nature +4

Senses Darkvision 60ft., Passive Perception 12

Languages Common, Elvish, Sylvan

Challenge 4 (1,100 XP)

Fey Ancestry. The elf has advantage on saving throws against being charmed, and magic can't put the elf to sleep.

Brave. The elf has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The elf makes two messer attacks or one with his guardianblade.

Messer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target: Hit: 8 (1d6 + 7) slashing damage.

Guardianblade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target: Hit: 11 (2d6 + 7) slashing damage. Any creature hit becomes blinded until cured with a spell or a short rest.

REACTIONS

Parry. The elf adds 2 to its AC against melee attack that would hit it. To do so, the elf must see the attacker and be wielding a melee weapon.

Erphen Nester, Bard

Native of Silvarion, he is a talented bard who spends most of his time in Ellervu Forest, playing to its creatures, trees, and plants.

Erphen has tried to save animals from the Nastare Serce on numerous occasions. He hasn't been too successful, knowing himself outnumbered and outpowered, but he will not surrender. His melody can summon animals to his aid, and has been concerting with some of the forest's largest animals.

Kind and friendly, he feels a tremendous weight on his shoulders, viewing himself as the only elf in Silvarion that considers the sect's activities as dangerous and violent.

Although he avoids combat, when it occurs, he will summon creatures to his aid and fight bravely.

Erphen Nester

Medium Humanoid, Neutral

Armor Class 15 (Bard Armor)

Hit Points 35 (8d8+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Acrobatics +4, Perception +5, Performance +6

Senses Darkvision 60ft., Passive Perception 15

Languages Common, Elvish, Sylvan

Challenge 2 (450 XP)

Fey Ancestry. The elf has advantage on saving throws against being charmed, and magic can't put the elf to Sleep.

ACTIONS

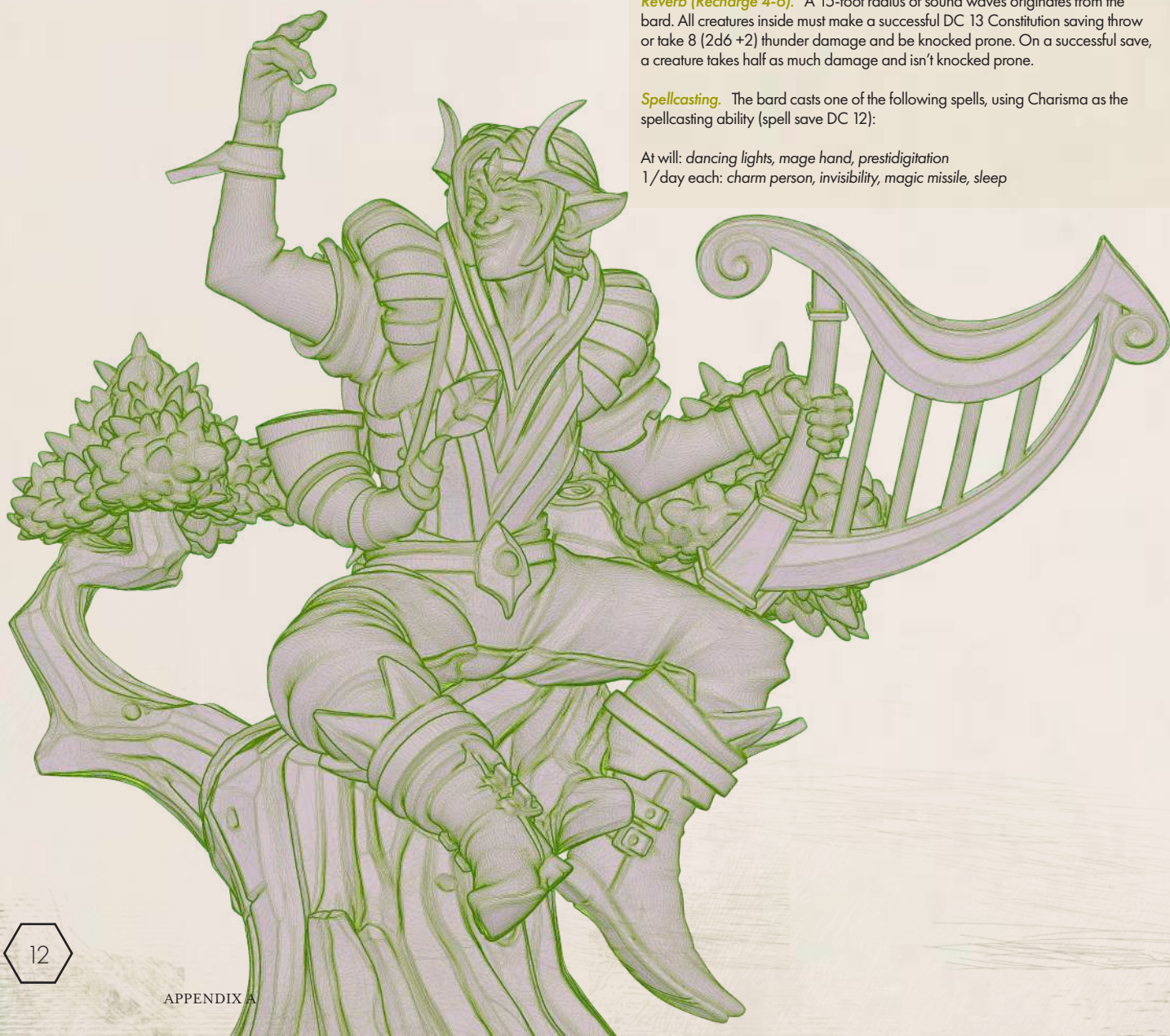
Multiattack. The bard makes two dagger or Shortbow attacks. It can replace one attack with a use of spellcasting.

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Reverb (Recharge 4-6). A 15-foot radius of sound waves originates from the bard. All creatures inside must make a successful DC 13 Constitution saving throw or take 8 (2d6 + 2) thunder damage and be knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.

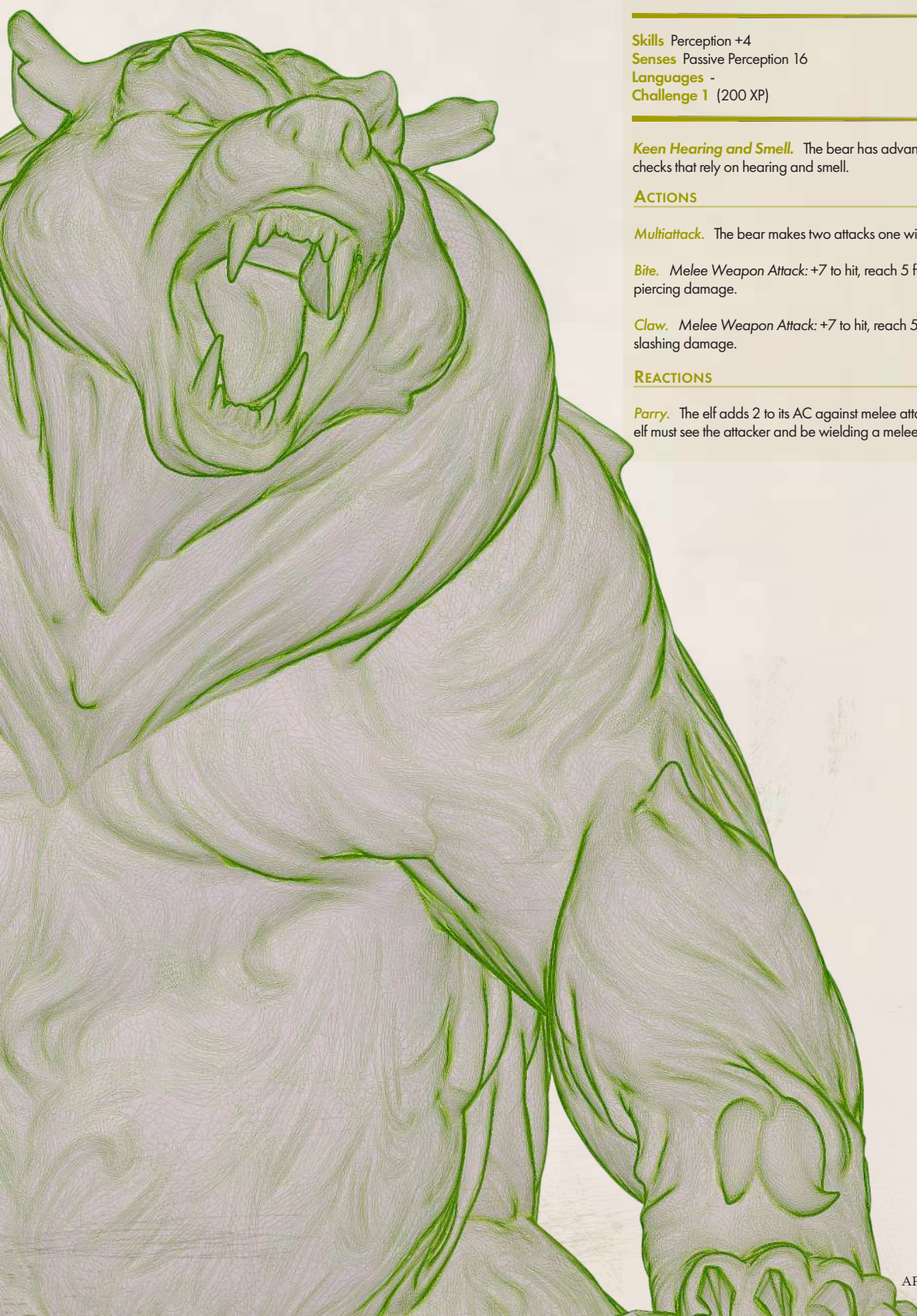
Spellcasting. The bard casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 12):

At will: dancing lights, mage hand, prestidigitation
1/day each: charm person, invisibility, magic missile, sleep



Ursalor

Belonging to an almost extinct species of titanic bears, Ursalor has roamed Ellervu Forest since he was an orphaned cub.



Ursalor

Large Beast, Unaligned

Armor Class 12 (Natural Armor)

Hit Points 40 (5d10+8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +4

Senses Passive Perception 16

Languages -

Challenge 1 (200 XP)

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

ACTIONS

Multiattack. The bear makes two attacks one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 4) slashing damage.

REACTIONS

Parry. The elf adds 2 to its AC against melee attack that would hit it. To do so, the elf must see the attacker and be wielding a melee weapon.

Ellervu Bears

Monstrous in size and ferocity, Ellervu bears are a dwindling but dangerous species.

Ellervu Bear

Large Beast, Unaligned

Armor Class 11 (Natural Armor)

Hit Points 25 (3d8+6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +4

Senses Passive Perception 13

Languages -

Challenge 1/2 (100 XP)

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

ACTIONS

Multiattack. The bear makes two attacks one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage.







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