

# AUKFOLK

The frozen lands of Husweagua are home of the aukfolk, a race of squat, tundra-dwelling humanoid birds known for their large, colorful beaks and close-knit culture.

**Power of the Tribe.** Although some Pexian anthropologists consider aukfolk culture simple and lawless, these birds continue to demonstrate a proclivity for unification. An aukfolk tribe, when pitted against a threat that pushes the limits of what a lone tribe can normally handle, will work with sister tribes to combat the threat.

**Followers of Imes.** Most aukfolk revere a god named Imes, the God of Strength. In aukfolk mythology, Imes stood against Vapul and beat back the demon's chill winds by playing his Great Drum, Astus. Although the wounds Vapul caused never fully healed, Imes rid Husweagua of the demon's destructive presence. Life in the north continued unhindered.



## AUKFOLK

*Small humanoid (aukfolk), chaotic good*

**Armor Class** 11

**Hit Points** 11 (2d6 + 4)

**Speed** 20 ft., fly 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	15 (+2)	9 (-1)	12 (+1)	10 (+0)

**Skills** Perception +5, Survival +2

**Damage Resistances** cold

**Senses** passive Perception 15

**Languages** Auk

**Challenge** 1/8 (50 XP)

**Keen Sight.** The aukfolk has advantage on Wisdom (Perception) checks that rely on sight.

**Flyby Attack.** The aukfolk doesn't provoke opportunity attacks when it flies out of an enemy's reach.

### Actions

**Club.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

**Harpoon.** *Melee Weapon Attack:* +3 to hit, reach 20 ft., one creature. *Hit:* 3 (1d4 + 1) piercing damage and the creature is grappled (escape DC 11) if it is a Large or smaller creature. Until the grapple ends, the aukfolk has advantage on attack rolls made against the target and the aukfolk use this attack against another creature.

**Reel.** The aukfolk pulls a creature grappled by it up to 10 feet straight toward it.

## AUKFOLK ELITE WARRIOR

*Small humanoid (aukfolk), chaotic good*

**Armor Class** 13 (shield)

**Hit Points** 31 (5d6 + 10)

**Speed** 20 ft., fly 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	10 (+0)	14 (+2)	13 (+1)

**Skills** Perception +6, Survival +3

**Damage Resistances** cold

**Senses** passive Perception 15

**Languages** Auk

**Challenge** 1/2 (100 XP)

**Keen Sight.** The aukfolk has advantage on Wisdom (Perception) checks that rely on sight.

**Flyby Attack.** The aukfolk doesn't provoke opportunity attacks when it flies out of an enemy's reach.

### Actions

**Multiattack.** The aukfolk makes two melee weapon attacks.

**Spear.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 2) piercing damage or 5 (1d8 + 2) piercing damage when wielded with two hands as a melee weapon.