

HULDRA

Fey creatures with the strength of giants and the guise of maidens, the huldra are protectors of alpine forests. They are distinguishable from ordinary humans by the woody hollows that burrow deep into their back, and by their ox-like tails.

HULDRA LORE

Arcana DC 10: Like many fey creatures, huldra are resistant to conventional magics.

Arcana DC 15: This magic resistance can be overcome by catching a huldra by the tail.

History DC 10: Huldra often act as matriarchs to clans of trolls or as partners to other intelligent forest creatures, such as Manticores or Treants.

History DC 15: A creature that gains the favor of a huldra through exacting observance of the rules she sets, and through unwavering respect and deference, may gain her blessing, warding them from all harm while they remain in her forest.

Nature DC 10: Women found alone in the woods are known to be terrifyingly strong.

Nature DC 20: The huldra has a wooden hollow in her back that is particularly harmed by fire.



HULDRA MAIDEN

Medium fey (rå), neutral

Armor Class 16 (Barkskin)
Hit Points 102 (12d8 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	14 (+2)	15 (+2)	18 (+4)

Skills Perception +4, Stealth +4
Senses Darkvision 60 ft., Passive Perception 14
Languages Common, Giant, Sylvan
Challenge 4 (1,100 XP)

Ra Magic Resistance. The huldra has advantage on saving throws against spells and other magical effects. While she is grappled by the tail, this trait is suspended.

Hollow Back. The huldra has vulnerability to fire damage dealt by a creature that is flanking it.

Actions

Multiattack. The huldra makes two melee attacks, one of which it may replace with its Huntersbane Breath, if available.

Hammerblow Strike. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (3d6 + 5) bludgeoning damage and the target must succeed on a DC 15 Constitution saving throw or fall prone.

A creature that fails by 5 or more is Stunned until the end of the huldra's next turn.

Hurl Boulder. Ranged Weapon Attack: +7 to hit, range 30/120 ft., one target. Hit: 21 (3d10 + 5) bludgeoning damage.

Huntersbane Breath (Recharge 5-6). The huldra exhales a mighty wind in a 15 ft. cone. Each creature in the area is pushed 10 ft. away and must make a DC 14 Charisma saving throw. On a failed save, a creature subtracts 1d4 from any attack rolls it makes until the next dawn.

Reactions

Bend Iron. As a reaction to being missed with an attack made with a nonmagical metal weapon, the huldra catches and bends the weapon, applying a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

HULDRA TROLLWIFE

Medium fey (râ), neutral

Armor Class 16 (Barkskin)
Hit Points XXX (12d8 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	16 (+3)	15 (+2)	19 (+4)

Skills Perception +5, Stealth +5
Senses Darkvision 60 ft., Passive Perception 15
Languages Common, Giant, Sylvan
Challenge 7 (2,900 XP)

Ra Magic Resistance. The huldra has advantage on saving throws against spells and other magical effects. While she is grappled by the tail, this trait is suspended.

Blessings of the Treewarden. The huldra's blessing may be gained by treating her with respect and deference, and by strictly following any and all rules set by her. A creature loses the huldra's blessing if she perceives a violation, however minor, of her rules. A creature with the huldra's favor gains the following benefits until it leaves her home forest:

- **Warded Rest.** A blessed creature will wake if approached by a hostile creature.
- **Kinmarked.** Giants friendly to the huldra treat a blessed creature as a trusted ally.
- **The Forest's Aid.** A blessed creature has advantage on Survival (Wisdom) checks made to navigate, hunt, fish or forage.

Hollow Back. The huldra has vulnerability to fire damage dealt by a creature that is flanking it.

Actions

Multiattack. The huldra makes two attacks, one of which it may replace with its Huntersbane Breath, if available.

Hammerblow Strike. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 23 (4d8 + 5) bludgeoning damage and the target must succeed on a DC 16 Constitution saving throw or fall prone.

A creature that fails by 5 or more is Stunned until the end of the huldra's next turn.

Hurl Boulder. Ranged Weapon Attack: +8 to hit, range 30/120 ft., one target. Hit: 21 (3d10 + 5) bludgeoning damage.

Huntersbane Breath (Recharge 5-6). The huldra exhales a mighty wind in a 15 ft. cone. Each creature in the area is pushed 10 ft. away and must make a DC 14 Charisma saving throw. On a failed save, a creature subtracts 1d4 from any attack rolls it makes until the next dawn.

Reactions

Headbutt. As a reaction to being hit with a melee attack by a creature within 5 ft. the huldra forces the attacker to succeed on a DC 16 Constitution saving throw or be knocked prone and stunned until the end of the huldra's next turn.

Bend Iron. As a reaction to being missed with an attack made with a nonmagical metal weapon, the huldra catches and bends the weapon, applying a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

HULDRA OUT OF COMBAT

If the players meet a huldra while traveling through the woods, she will be extremely blunt and inquisitive to a slightly uncomfortable degree, asking ever more personal questions about the PCs and their business in the forest. If your players are willing to engage, this is a good opportunity to let them talk about backstory elements they haven't had a chance to share yet.

During this conversation, the huldra will repeatedly interject to inform your players of rules that they need to follow while in the forest, ideally enough rules that they will have difficulty remembering them. Things like "We don't allow pronouns in this forest." and "You must greet any animals you make eye contact with by name. If you don't know, it's okay to make one up". Have some rules ready, but feel free to improvise rules and violations based on the actions your players take.

The huldra will grow increasingly distressed if the PCs don't seem to be enthusiastically following the rules, and will eventually attack, then flee to be later encountered again in the company of allies.

HULDRA TACTICS

The huldra fights to teach a lesson, rather than to kill, though she is not overmuch concerned whether your PCs survive the experience. If fought alone, she fights until whoever offended her is unconscious, then flees to the safety of allies. When faced with a group, she uses her 40 ft. of movement to skirmish in and out of combat, ideally knocking all melee threats prone before provoking attacks of opportunity, then using her Bend Iron ability on any attacks that miss. She uses her huntersbane breath only if she can catch at least two enemies in it.

ENCOUNTER GROUPS

Huldra are often found in the company of giant or ogre clans, who admire their strength and tenacity.

CR 16 Encounter 6,500 XP

- 1 Huldra Trollwife (CR 7)
- 1 Greater Manticores (CR 5)
- 4 Ogres (CR 2)

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