

EVER



You see a young druid with flowing silver hair and vivid green eyes. She carries an air of mystery, seemingly lost in both the past and present. Her gentle voice carries wisdom beyond her years, as if she holds the secrets of the ancient grove in which she resides.

Ever is a young druid that possesses a unique ability that allows her to be transported back in time when she encounters certain smells. Once she wakes up, she finds herself back in the present time, but with vivid memories of the past. Her connection to the natural world and her frequent time travels set her apart from other druids in Faerun.

Ever is currently on a quest to understand the origins and nature of her time-traveling ability. She has found a secluded grove deep in the heart of Faerun, where the ancient trees emit scents that trigger her journeys through time. Ever remains in this grove, dedicating her time to unraveling the mysteries of her unique power and searching for clues about her past.

Whenever Ever is transported back in time, her eyes take on a shimmering glow, reflecting the era she is experiencing. She also speaks in a melodic and soothing voice, resembling the ancient druids who have guided her throughout her time-traveling adventures.

EVER

Medium humanoid (elf), neutral

Armor Class 13

Hit Points 26 (4d10 + 4)

Speed 30 ft.

Saving Throws INT +4, WIS +5

Skills Nature +5, Perception +5

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	15 (+2)	16 (+3)	9 (-1)

Condition Immunities

Senses Darkvision 60 ft., passive Perception 15

Languages Common, Elvish, Druidic

Challenge 1 (200 XP)

Time Traveler. Once per long rest, when Ever encounters certain smells, she has the ability to be transported back in time. After waking up, she finds herself back in the present time with vivid memories of the past.

Spellcasting. Ever is a 2nd-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She has the following druid spells prepared:

Cantrips (at will): druidcraft, shillelagh 1st level (3 slots): cure wounds, entangle, healing word

ACTIONS

Multiattack. Ever makes two attacks: one with Shillelagh and one with Thorn Whip.

Shillelagh. Melee spell attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage. This attack is magically enhanced by Ever's druidic powers.

Thorn Whip. Ranged spell attack: +5 to hit, range 30 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is Large or smaller, it must succeed on a Strength saving throw (DC 13) or be pulled up to 10 feet closer to Ever. This attack manifests as a whip-like thorn vine extending from Ever's hand.

NOTES

