Ossra Stillfoot
Shaman of Cinderglade

"Stand still long enough, and the land will tell you exactly what's coming."

Large centaur
Neutral

Armor Class 12 (natural bulk, woven hide wrappings)
Hit Points 30 (4d10 + 8)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	17 (+3)	14 (+2)

Proficiency Bonus +2
Saving Throws Wisdom +5, Constitution +4
Skills Animal Handling +5,Insight +5, Perception +5,Survival +5
Senses Tremorsense 30 ft. , passive Perception 15
Languages Common, Sylvan
Challenge 1 (200 XP)

Abilities

Charge. If Ossra moves at least 20 feet straight toward a target and then hits it with a pike attack on the same turn, the target takes an extra 5 (2d4) piercing damage.

Earthbound Senses. Ossra can sense the location, timing, and rough direction of any significant tremor within 30 feet, and can't be surprised by natural ground movement (earthquakes, minor tremors, unstable footing) while conscious.

Ground-Reading. Ossra has advantage on Wisdom (Survival) checks made to predict tremors, weather shifts, or terrain hazards within 1 mile.

Steadfast Stillness. While Ossra has not moved since the end of her last turn, she has advantage on Wisdom (Perception) checks.

Actions

Multiattack. Ossra makes two attacks: one with her pike and one with her hooves, or two with her hooves.

Ceremonial Pike. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: 8 (1d10 + 3) piercing damage.

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

Vision-Guide's Calm (1/Day). Ossra touches one willing creature within 5 feet. That creature has advantage on saving throws against being frightened for the next 10 minutes, and if it is currently frightened, the frightened condition ends on it.

Reactions

Grounded Warning. When a creature Ossra can see moves onto ground she knows to be unstable, she can use her reaction to call out a warning. That creature can add 1d4 to the next Dexterity saving throw or ability check it makes to keep its footing before the start of Ossra's next turn.

