

FORGOTTEN REALMS ARCHETYPES: SAVAGERY & SHADOW



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ARCHETYPES OF THE REALMS: SAVAGERY & SHADOW

BY JEREMY FORBING

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THE PULSE QUICKENS. BREATH COMES FAST AND HEAVY. VISION SHARPENS. THE BODY REACTS BEFORE THE MIND COMPREHENDS. IN THE LONG MOMENTS OF THE CHASE, HUNTER AND HUNTED SHARE THE SAME SPIRIT. NO MATTER HOW LEARNED OR CIVIL, BOTH BECOME BEASTS. BUT ONE MOUTH SLAYERS WHILE THE OTHER BECOMES DRY. BOTH RUN TOWARD LIFE, BUT AT CHASE'S END, ONLY ONE STILL BREATHES.

--MATTHEW SERNETT
"BORN UNDER A VIOLENT MOON",
DRAGON MAGAZINE ISSUE 395

In every mortal, the unreasoning and monstrous nature of a beast strains against morality, virtue, and civilization. Most control the darkness by clinging to religion, philosophy, or a moral code. Under certain circumstances, such as when under great strain or terrible pressure, the anger breaks free and only violence can sate the beast.

Civilization provides a harbor for those seeking to escape the world of hunger and want. Behind steep walls, on streets watched by constables, and when tucked in warm beds, mortals tell themselves the darkness is out there, somewhere, held at bay by enlightenment's advance. Yet evil casts a long shadow. It never remains content with the gains it makes, and it seeks to creep across the landscape, spreading ruin, death, despair, and suffering to anything it touches. Evil goads the beast. It weakens the chains. It defeats reason. And when it takes hold, the monster breaks free and tragedy follows.

The tension between worlds-- between the rustic and urban worlds, or the world of day and the world of night—is key part of stories set in the Forgotten Realms, and dangers aplenty abound in both. From the mythical dragons soaring through fire-scorched clouds to the glistening horrors bubbling up from the Underdark's depths, most evils reveal themselves in their horrific or terrifying visages. Yet some evils reflect the darkness within mortals. These evils might even hide behind human masks, moving unseen through those havens where mortals think themselves safe. These dreadful threats are, perhaps, the most insidious of all because they can be anyone, anywhere, at any time. They are the hidden threat and the menace stalking the streets. They are the shapechangers: lycanthropes, shifters, shades, and others.

Most possess unremarkable appearances and can pass for any man or woman, though they might also show some roughness around the edges. They might hold jobs and raise families, just as any other contributor to their communities. But they all carry a terrible secret that would see them exiled at best and destroyed at worst if the secret is exposed. The forms they wear are masks that conceal the savage truth of their nature...

How to Use This Book

This document goes beyond the *Monster Manual* and other 5th Edition D&D sources to explore shapeshifters (such as lycanthropes), and creatures of shadow from the player's perspective. Details on the shifter and shade races in the Forgotten Realms setting appear here, along with details on lycanthropes (including new, more detailed rules on how to play one, with an eye towards balance between lycanthrope player characters and others unaffected by the curse), as well

as two new elf subraces and new archetypes for existing character roles. Rather than merely providing rules, however, this document goes into extensive detail on how these character types fit into the worlds of D&D, though most specific details are given for the Forgotten Realms.

A Note on Spells: Spells and cantrips marked with asterisks should be noted as follows:

*=This is a new spell described in this document.

**=This spell appears in the *Elemental Evil Player's Companion*.

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Chapter 1: The Realmslore of Lycanthropes, Shifters, and Their Kin

Though lycanthropes can pass for humans or another common race while in their humanoid forms, they are not the same. Even those werebeasts who temper their appetites for flesh and live among humans or another peacefully reveal their true heritage in their offspring. While a mated pair of two lycanthropes almost always produces lycanthropic children, when heritages are mixed, the result is usually a shifter. If the lycanthrope or shifter blood ancestry is more distant, the result is more often weretouched kinfolk, member of another race whose beastly nature is buried more deeply.

So many shifters exist in the Realms that they have become a true race, of their own, much like half-elves and half-orcs. They form into tribes based around distinct subraces such as the razorclaws and longtooths. Shifter tribes often form around a lycanthrope leader or their strongest descendants, and typically include weretouched kinfolk as well. Such tribes tend to favor places steeped in primal magic. How werereatures, shifters, and the weretouched fit into the larger Realms depends on their animalistic natures, and the extent of their inner beasts hold on them.

Most lycanthropes crave human flesh, and thus their tribes are drawn to the edges of places where humans congregate. Wererats, for example, infiltrate human cities and claim the sewers and abandoned buildings. They use such places to mount raids into the city, stealing riches and lives in equal numbers until the militia or a band of adventurers roots them out. Others lurk out on the fringes of civilization, where they can trouble the lonely roads and the isolated farmsteads with impunity. Only when food becomes scarce do these werereatures dare attack larger and better protected targets. Such attacks last only until they have eaten their fill or are driven back to the wilderness once more.

Leadership of many of these tribal gatherings is simply determined by who is the strongest in the group. Werewolves and their kin almost always collect in large packs led by a lord who holds the position until a younger, stronger lycanthrope can take it.

Most clans do not mingle with those who spring from another lycanthropic bloodline. They might share a

common heritage, yet they regard other breeds as competition for resources already scarce. Not all lycanthropes seek out their kind. A few, such as the werebear, prefer isolation.

SHIFTERS AND THE WERETOUCHED

As defined by sages, all descendants of unions between lycanthropes and non-lycanthropes who show some sign of this ancestry are weretouched. Therefore, technically, shifters are a form of weretouched, and they are referred to as such in some sources. In the Forgotten Realms, however, humans and members of other races who have lycanthrope blood gather around lycanthropes and shifters in significant numbers in many places, and a term for such people often becomes necessary. The term weretouched kin or kinfolk (and sometimes shortened just to weretouched), is used to refer to these humanoid relatives of shifters and werebeasts in Faerûn.

Weretouched Homelands

The following regions of Faerûn are known to have sizeable communities of shifters, and likely their lycanthrope relatives, as well as kin of other races who are neither shifter nor werecreature, yet still carry their shared heritage. Consulting these descriptions will allow you to create a lycanthrope, shifter, or other werebeast-kin character who is well-grounded in the lore and history of the Forgotten Realms. In addition, information is given for creating members of other races who come from lycanthropic bloodlines. Much of this lore is included in a new background, weretouched kin, which appears after the regional descriptions.

Baldur's Gate

Baldur's Gate bustles with lively trade, and its people go about their daily lives with the self-satisfied expressions of contented citizens. But a threat lurks in the shadows of a nearby forest. Once, beasts and blood ran in the Baldur's Gate streets, and the city came within a whisker of being ruled by the mooncursed. Some years ago, Grand Duke Valarken attempted a coup, backed by the werewolves of the Band of the Red Moon, but his defeat sent them all back to the Werewoods. No one knows the Duke's final fate, but the other local werebeasts and their kin are certain the Band of the Red Moon still exists, and has its own grand designs on the Baldur's Gate and the surrounding region.

THE WOOD OF SHARP TEETH

The vast expanse of forest located south of Scornubel and Baldur's Gate is called the Wood of Sharp Teeth. It is an unconquered wilderness that derives its name from the abundance of creatures here that are unfriendly to humankind. The only encroachment of civilization has taken place on the forest's southern edge, where an eccentric dwarf built what is now known as Durlag's Tower. The dwarf has long since passed on, and the tower has passed through several masters over the decades, many of whom were unable to withstand the onslaught of residents from the Wood of Sharp Teeth.

The forest is a maze of tangled undergrowth and towering duskwood trees, many of which can be seen from the passing caravan route. None of citizenry of Baldur's Gate dare fell these valuable treasures, because anyone who has tried has found death at the hands of the beings, both intelligent and non-intelligent, that dwell among them.

The Wood of Sharp Teeth is home to a number of intelligent humanoid species. It is also known that many clans of lycanthropes still call the Wood of Sharp Teeth home. The most numerous of these are a population of werewolves that has lived here for millennia. Shifters are also found here in large numbers, as are satyrs and their reported counterparts, the dryads.

VEHLARR, CITY OF THE MOON

Rumors hold that a ruined city stands forgotten somewhere in the forest's depth, a city from which a most remarkable werewolf—one who had a talent both for sorcery and for organizing his otherwise chaotic and independent kind under a single banner—had intended to conquer the surrounding area and establish a kingdom where his kind would rule supreme. His dreams of empire crumbled when a mighty wizard—some say Elminster Aumer—laid waste to the city.

This werewolf, Vehlarr, gave his name to the city. A natural lycanthrope and highly accomplished sorcerer, this werewolf was a favored servant of both Malar the Beast Lord and Sehanine the Lunar Lady. With the support and aid of these otherwise antagonistic entities, Vehlarr started to organize the werewolf packs of the Wood of Long Teeth into a coherent nation, even building a fortified city deep within the forest.

Vehlarr had grown increasingly disturbed by the number of lycanthropes that were falling victim to the magical lure that the would-be destroyer of the Shoon Empire, Syri Mhaal, had placed upon Myth Lharast. The deities, too, resented Syri Mhaal's actions, particularly Sehanine, who felt Syri Mhaal had corrupted a city that was built partly in her honor.

In the year 712, with hundreds of werewolf packs and their associated tribes of shifters and human kin organized around him, safely within the city that came to bear his name (for Sehanine blessed the area so it was protected from the Myth Lharast's magical draw), Vehlarr started drafting plans to strike at Syri Mhaal. Vehlarr knew that he could not attack Myth Lharast without falling victim to the city's unholy charm effects. Instead, he endeavored to construct a gate that would allow him and his loyal soldiers to enter Myth Lharast directly from Vehlarr's city. Through secrets revealed to him by Sehanine, he built his gate so it was keyed to the other city's mythal. The gate, called the Circle of Vehlarr, was completed in 720, and Vehlarr launched his assault in a coordinated attack with the Cowled Conjurers who also sought to stop Syri Mhaal.

Something, however, went wrong. The combined might of the werewolves and the Cowled Conjurers proved not to be a match for Syri Mhaal's forces. As they were on the brink of defeat, the patience of Selûne, the other goddess to whom Myth Lharast had originally been dedicated, came to an end. She blasted the city from the face of the Realms, killing almost all the combatants in the process. Magical energies surged through the Circle of Vehlarr and shattered much of the surrounding city. Without their leader, the werewolves who dwelled there scattered to the four winds rather than attempt to rebuild it.

However, a persistent legend has arisen among the werewolf packs of the Wood of Long Teeth—Vehlarr lives still, existing on another plane where Myth Lharast still exists. Everyone there is un-aging except for the nights of the full moon when the city returns to the Werewood and can still be accessed through the Circle of Vehlarr. Unfortunately, no one who has attempted to locate the lost ruins of Vehlarr's city has ever returned to verify whether there is truth to the story or not.

The Dalelands

A shepherd looks to the rising moon and begins to urge his flock home, despite the hours of summer sun that remain in the day. A farmwife scans the pale dirt road as it winds into the forbidding wood, waiting for someone who will never return. A man stops dead in his tracks, then heads home at a run after seeing bits of blood and fur on a neighbor's doorframe. Such is life in the Dalelands, particularly in Daggerdale. Surrounded by hilly forests and rocky, mazelike canyons, the citizens of isolated Daggerdale live in fear of werereatures striking their villages in the night.

Daggerdale has never been a place friendly to outsiders, and those known to be weretouched to some degree—especially shifters—are viewed with particular suspicion. Folk wisdom here holds that any strangers could be lycanthropes in disguise, and the folk of Daggerdale have little doubt that shifters run with the monsters that infest the craggy heights of the Dagger Hills.

Dambrath

Lycanthropes have descendants in many places, but if the shifter race has a homeland in the Realms, it might be the dry plains of Dambrath in the Scarred South. Before the Spellplague, Dambrath was a land of barbaric humans enslaved by the Crinti, a half-drow elite. During the Spellplague, the humans turned to emergent primal powers and lycanthropes that resembled their old tribal totems to drive out the Crinti. Today, shifters and their kin are common among Dambrath's nomadic tribes, sharing tents and horselines with their human cohorts. Shifters are thought to be blessed by the bestial god Malar.

Durpar

After the Spellplague, the near-forgotten land of Durpar suffered in the shadow of horrific neighbors. The lands on Durpar's border had once been the nation of Veldorn, but since that country's destruction by giants, they had become the Beastlands, home to various non-human monstrous tribes who were allied in a loose confederation. During the lowest days of Durpar's power, the ruling chaka (or merchant house), House Datharathi came to dominate all other houses, ruling the city of Vaelan with goblin soldiers patrolling the streets.

Since the Sundering, the civilized and peaceful people of the Shining Lands have strived to rebuild, and Durpar again receives and trades in goods from all over the world. Once, it was possible to find a much wider selection of items in the Durpari capital of Vaelan than virtually anywhere else in Faerûn, and it is said those days have come again.

However, the current city of Vaelan is not the original. The first city to possess the name was overrun nearly 500 years ago. Today, Old Vaelan is nothing but a series of grassy knolls and scattered piles of stone rubble. Beneath the hills, a huge complex serves as a lair for a sizable population of lycanthropes and undead, answering to a mysterious lord. Known only as the Whispering One, during the darkest days he demanded living sacrifices from Durpar's chakas. Some of those the merchant cabals sent were humans, and the Whispering One saw fit to gift some of them to his servants.

Over the years, a number of orphans have wandered out of the catacombs, resembling humans in their childhoods but displaying the traits of shifters as they enter adolescence. These children pose an ethical quandary for the highly lawful and moral Durparians. Surely such shifters and their descendants were born of the Whispering One's evil, breeding its demanded slaves with the werebeasts serving it, yet the atrocity of their ancestry is no fault of their own. It has become customary to adopt such children into the chakas, but their treatment varies. Some are treated humanely but distantly, like the children of long-time servants, whereas others are treasured and made inheritors of family wealth.

The phenomenon has persisted long enough that many of these shifters and other kin to lycanthropes have grown and had children of their own. Depending on how they are raised, they may be part of Durparian society, or may need to travel to other lands to seek their place in the world.



DURPAR AND THE SHINING LANDS

The Shining Lands is the collective term used for three countries located in the southeast corner of Faerûn along the northern shore of the Great Sea: Durpar, Estagund, and Var the Golden. Adjacent to the eastern Shaar, they represent the last civilized region before reaching the mysterious Utter East. They are sometimes referred to as the "Lands of the One" because all share the religious philosophy known as *the Adama*.

All three share the same way of life because Durpar controlled the other countries for many years. In fact, the term "Durparian" usually refers to anyone from these three countries, not just someone from Durpar. Hot areas that possess rich soil, all the Shining Lands are ultimately ruled by the Council of Merchants, composed of the eleven wealthiest business-owners in the lands, as determined yearly by simple arithmetic. For most of the past century, the Council has been dominated by House Datharathi, who made their own peace with the nearby Beast Lands.

Many say that Durparian traders are still the greatest in all Faerûn. They are certainly highly skilled, able to outfox most of their counterparts in the Sword Coast and the Sea of Fallen Stars. However, their spiritual belief in the Adama gives them a disdain for all fraudulent or thieving behavior, meaning that such traders are scrupulously honest in their dealings, endlessly conspiring to get the better end of any trade while honoring any contract to the letter.

The Shining Lands are united by the Adama, a shared spiritual philosophy and religion that preaches all gods—and, in fact, all things in existence—are aspects of the Adama, the one unifying divine spirit of whom the belief system is named. Thus, the Durpari worship nearly all gods without conflict, believing that virtuous action will lead to your reincarnation as a more enlightened being closer to the Adama in the next life—and that crimes against others living things risk reincarnation as an animal or worse. More details on the Adama belief system appear in **Chapter 4: New Class Archetypes**, under the new monastic tradition, Way of the Incarnate Ancestor.

Characters from the Shining Lands are most often humans or half-elves, though some might be goblins who have long been woven into Vaelan society, halflings whose ancestors migrated from Luiren, or dwarves from the Curna Mountains. Among the humans of the region, the vast majority are of the Durpari ethnicity, though some are Mulan or Arkaian. In addition, others kinds of monster characters hailing from the Beastlands of Veldorn might have decided to leave the oppression of that region behind for a life of adventuring.

The Great Dale

At the full moon, wolves gather outside the village of Bezentil in the Great Dale and howl at the night sky. Soon, travelers through the Dale are plagued by wolves. How can the people "protected" by the druids of the Circle of Leth not suspect what they pay for the privilege? Do they truly not realize the druids themselves paw the earth outside Bezentil?

Luskan

Luskan is described by its inhabitants as the armpit of the world, and this truth is well-known to the shifters and weretouched kin who dwell there. Tribes led by wererats live in the sewers beneath the city, dwelling in extended families that function like gangs. If a shifter clan isn't battling Shou pirates or running from undead, it's squabbling over the meager scraps left by the beggars and criminals Luskan calls citizens. The shifters and their kin here lead a pitiful existence of foulness and violence, and many who dream of a better life leave for other lands as soon as they are old enough.

Moonshae Isles

The Moonshae Isles hold many dangers, but few so openly threatening as the island of Moray. Giants make dens in the island's mountains, and a few orc tribes scuffle in the peaks' shadows, but the Norlander villages huddle close to the island's coasts in fear of the lycanthropes who rule much of the interior, known as the Black Blood Tribe. This tribe was once connected to the People of the Black Blood (described under Silverymoon), but Malar's troubles before the Sundering and the tribes' great physical separation led to division. Now, the terror of Moray's coastal villages comes to the rest of the Moonshaes, as the werebeasts and their kin—including many shifters and weretouched humans—take longships on savage raids to the other islands.

Rashemen

Rashemen is a land of stories. Village elders draw children close to the fire, not with legends of faraway lands or ancient heroes, but of dark threats that lurk under the bridge just up the road or in the forests that surround their homes. The elders are not wrong to do so, for fey beings and monstrous things do lurk close at hand, including werebeasts and shifters. They hide their dwellings in the Ashenwood forest, where shifters and weretouched kin live an inconsistent lifestyle that vacillates between savagery and primal harmony.

Sembia

Seeking a return to normalcy after reclaiming their nation from the Shades of fallen Netheril, Sembians have long focused on maintaining appearances. During the occupation, neighbors turned on each other at any sign of weakness, anti-Netherese sympathies, or impiety towards Shar, seeking their own security by reporting others' "subversion" to their conquerors. Of course, Netheril kept its own eyes upon the populace as well. To this day, Sembia remains a land bursting with façade and falsehood.

The nobles of Selgaunt have more reason to lie than most—before the Spellplague, Selgaunt's blue blood acquired a lycanthropic taint. Rumor lays the fault at the feet of the ruling Uskevrens, but no noble mentions that suspicion aloud. One need only touch finger to nose and talk of "hot blood" to indicate that a noble son or daughter carries "the curse." Those who can "pass"—whether shifters, full lycanthropes, or merely kin—are trained to

suppress their instincts and take on their roles as idle socialites or merchant lords. Those who cannot meet varied fates, depending on the kindness, ruthlessness, or desperation of their families.

Silverymoon

Silverymoon is famed as a safe and welcoming place. Its well-maintained streets accept all who seek respite or a new start in the world, if they hold justice in their hearts. But this security ends a short distance beyond the walls of this great city.

Werebeasts of the tribal group known as the People of the Black Blood are known to haunt the eastern portions of the Glimmerwood (a great forest formed from the smaller Moonwood and Coldwood, grown wild together). A loose collection of shifter clans and lycanthrope packs, the People of the Black Blood have stalked the area formerly known as the Moonwood since long before the Spellplague.

Malar is their patron god, and many of the smaller tribes, particularly those populated by wereboars and werewolves, still take captives and make sacrifices to Malar in bloody rites. They remain a threat on the doorstep of Silverymoon and all other settlements near the Glimmerwood, including other former members of the fallen nation known as the Silver Marches of Luruar such as Everlund, Citadel Felbarr, Citadel Adbar, Sundabar, and Mithril Hall.

THE PEOPLE OF THE BLACK BLOOD

Present in many scattered forests across Faerûn, the People of the Black Blood are tribes of lycanthropes and their kin—mostly shifters—who worship Malar in loose association with one another. They exist for the hunt, following the will of the Beast Lord and their own animal instincts. They hunt normal animals but prefer intelligent prey, often kidnapping victims in humanoid form and releasing them in a wilderness area to be pursued by the entire pack. Such hunts usually end in the consumption of the victim.

The group's membership consists of true and infected lycanthropes, primarily evil, with a scattering of feral unaligned or neutral members. They disdain people who live in cities, particularly wererats, and often commit acts of great violence against would-be interlopers on their territory. The churches of Silvanus, Mielikki, and Gwaeron Windstrom often mount searches into the forest to discover and destroy the People's lairs.

Their origins are lost to history, but it is believed the first tribe was organized by Malar himself, in order to track down a particular quarry. Each of their tribes functions much like a pack of wolves or other animals, led by the strongest member, an "alpha" of sorts called the Bloodmaster who must defeat any challengers to retain power. Sometimes Malar sends an agent to challenge a Bloodmaster whose rule (or usefulness) is dwindling.

Overall, the tribes in various places have little contact with each other, and each claim their own territory. Many rangers, barbarians, and druids are counted among the packs. When the ranks grow thin, they infect others with their kind of lycanthropy to gain more followers. Because they can travel incognito and form new bands in other places, it is not known how widespread they are, but groups are known to be

active in regions as disparate as the Chondalwood, the jungles of Chult, the Cormanthor Forest, and the High Forest. After the Spellplague, the sect known as the Black Blood Tribe established an enclave on the Moonshae Isle known as Moray.

While each tribe has its own mark or symbol (often depicted in scent rather than visually), each group also tends to use some variant of the symbol that represents the People that represents the people to outsiders: an abstract humanoid torso with a large belly and a large clawed hand growing where the head should be. The ties to Malar's holy symbol are obvious, and the lower part of the holy symbol may taper to a shape reminiscent of a drop of blood or simply become a spike that can be used to place the symbol upright in the ground.

As an organization, the People of the Black Blood do not have a political agenda. Like wild animals, they wish to protect their territory and thrive, which means they attack creatures that approach them. Occasionally they ally themselves with the church of Malar or are hired by evil groups such as the cults of Elemental Evil, but their independent natures mean that such alliances tend to be short-lived. Because they disdain civilization, what minor equipment they have is usually ill kept, but most packs have an amazing variety of potions devised by their spellcasting members (since potions can be used by creatures that cannot speak and lack hands). Most packs consist of only one or two types of lycanthropes and normal or dire animals of the same type.

However, the Moonwood (later part of larger Glimmerwood) has boasted the most numerous population for over a century. Today, 70 or more lycanthropes in that forest lead a much larger number of shifters and other kinfolk. The whole northern half of the wood is dotted with altars to Malar and small shelters for the People. Their rallying point is the refuge of Claw Hollow.

The South Moonsea

On the wild frontier just south of the Moonsea stands the Flooded Forest, the water-logged easternmost arm of the woods of Cormanthor. A wilderness as dangerous as any in Faerûn, the Flooded Forest has grown to include outermost borders of the isolated port of Ylraphon. Destroyed and rebuilt many times over millennia, Ylraphon struggles to pull itself out of savagery. It is surrounded by the spider-haunted ruins of the town's past incarnations, which become more and more a part of the swampy woods each year.

On these borderlands, feuding groups of shifters and their kin, each led by powerful werecreatures of the same bloodline, observe an uneasy peace. Based out of the catacombs closest to the swamp's edge, a pack of wererats leads a tribe of their human and shifter relatives, raiding the nearby tombs for treasure and preying on any unprotected travelers who pass through. At the same time, the Flooded Forest—sinking swamplands that compromise the eastern most arm of the vast wood of Cormanthor—is claimed as the hunting territory of a wereboar family, whose orcish kin and shifter berserkers defend a hidden village against the many powerful monsters infesting the region.

Both groups are branches of the People of the Black Blood, and a series of skirmishes between the two was ended only recently by a powerful druid from the Sword Coast. She claimed to speak for Malar, saying that squabbling between his followers here would be cruelly punished. After a display of her power, the druid ended the feud—but only their shared reverence and fear for Malar keeps the two tribes from each other's throats. Their bloody conflict is only one incident or misunderstanding away from erupting once more.

YLRAPHON REBORN

Once the bustling northernmost port on the Dragon Reach, Ylraphon (pronounced "ILL-ra-fon") is now a remote dockside town outside the mouth of the River Lis, on the southern edge of the Moonsea region, just north of the Vast. Elves from Myth Drannor built the first city here, which stood for nearly a thousand years before it was overrun by orcs, conquered by dwarves, and reconquered by orcs again, before humans finally took over. Yet in time, even the last human settlement here was destroyed by the events of the Rage of Dragons, and the nearby swamp—known as the Flooded Forest—expanded to swallow the ruins. Now the town rises again, rebuilt into a bustling hive of gold-hungry adventurers, fearless pirates, and powerful merchant houses.

Today, there are three Ylraphons. Ylraphon proper is the small but thriving dockside settlement inside a recently erected Palisade. Second is the Old City, a ramshackle village of refurbished ruins just outside the port, where refugees from undone Mulmaster try to forge new lives. The third is Outer Ylraphon, which includes all the sprawling layers of ancient rubble and buried necropoli that surround these younger habitations. Only within the wooden walls of the Palisade do the five houses of the Merchant Council and their figurehead mayor hold sway. Real power lies with the local adventurers, whose exploration and plunder of nearby ruins drives the new economy. Thanks to their influence, Ylraphon remains a wild and lawless town on civilization's frontier.

Tethyr

The noble Janors of Zazesspur hide a terrible secret—many of them can shed their skins. The family has several wereserpent members, even more shifters, and some ties to yuan-ti. Of course, they keep this shameful knowledge hidden. None suspect that the sly, lithe, and beautiful Janor house smiles with poison-tipped fangs. Shifters that result from the wereserpents' unions with humans and half-elves are therefore carefully hidden. Without such precautions, many would move to destroy the Janors—first and foremost the noble family's scaled and sibilant masters.

New Background:

Weretouched Kinfolk

Thickly or thinly, the blood of lycanthropes runs in your veins. All living things have primal instincts, but whether you are a lycanthrope, a shifter, or merely kin to such creatures, you understand the beast within better than most, and this background works equally well for you.

There are several regions in the Forgotten Realms where shifters and others with lycanthropic blood are found, and they can appear among members of nearly any race. Use the regions described here, along with the questions and suggestions in the background options below, to inspire your character's history and origins.

How do you feel about your ancestry? Were you raised in wilder places or amid the trappings of civilization? Did you have to negotiate between your warring unique instincts on your own, with no guidance from those who understood your internal conflict firsthand? Were their shifters or other beings more in touch with their bestial sides around you growing up, to mentor you in understanding yourself? What drove you to take up the life of an adventurer?

Skill Proficiencies: Survival, plus one other skill determined by your home region (see below)

Tool Proficiencies: One type of artisan's tools (or you may choose proficiency with a type of vehicle)

Languages: One of your choice (consult your home region for suggestions)

Equipment: A set of traveler's clothes, a small knife, a necklace made from the tooth of a fallen ancestor (or you may roll for a random trinket on the Trinkets table in the Equipment section of the *Player's Handbook*), a bedroll, a tinderbox, and a belt pouch containing 10 gp

What is your home region?

When creating a character who is weretouched kin, it is important to determine the region where the relatives who shared your lycanthropic ancestry dwelt. Determine your home region from the options below, choosing as you wish, or using the random table below. Alternately, you may wish to consult with your DM and create your own unique origin.

Weretouched Kin Regional Homelands

d12	Home Region
1	Daggerdale (The Dalelands)
2	Dambrath
3	Durpar
4	The Glimmerwood (Silvermoon)
5	The Great Dale
6	Luskan
7	Moray (The Moonshae Isles)
8	Rashemen
9	Selgaunt (Sembia)
10	Tethyr
11	Vehllarr (Baldur's Gate)
12	Ylraphon (The South Moonsea)

Daggerdale (The Dalelands). You are related to the lycanthropes that plague Daggerdale. Perhaps you grew to hate the leaders of your kind after witnessing too much wanton slaughter. Maybe you were exiled, lacking your

tribe's hunger and rage. Or perhaps you fled the area after seeing one of your kind captured and killed by the people of Daggerdale.

(Associated Skill: Intimidate. Suggested Language: Elvish or Sylvan.)

Dambrath. You come from one of Dambrath's famous nomadic tribes. They say Dambrathans are born ahorse, and your skills with a mount lend proof to the adage. What is your tribe's totem? How many shifters were part of your tribe? Were there any natural lycanthropes? How peaceful or brutal were your people, and why have you ranged so far from them?

(Associated Skill: Athletics. Suggested Language: Elvish or Sylvan.)

Durpar. You descend from a union between a servant of the Whispering One and its human chattel. Perhaps you grew up in the dungeons beneath Old Vaelan, and your parent or parents (whether good or evil) kept you hidden for as long as they could, shielding you from the dark secrets of the catacombs, but finally they sent you to the surface for your own safety. Or maybe you were born to a shifter who had come up from the dungeons themselves, and the dark ruins of the old city were never your home. Were you raised in a merchant house for some or part of your childhood? How were you treated and viewed by your family?

(Associated Skill: Persuasion. Suggested Language: Goblin or Undercommon.)

The Glimmerwood (Silvermoon). Growing up among the People of the Black Blood, there were few moments of your tribe's existence not devoted to savagery. Though you came to take some solace in these moments, they were not enough. You simply took no pleasure in such bestial violence or cruelty. Eventually, you sought out the famed hospitality of Silvermoon in the hopes of learning more about another way of life. Your attempt did not go

smoothly, and you found
yourself rejected
both by the
People of

the Black Blood and by the citizens of the city. Clearly, you have to forge your own path.

(Associated Skill: Perception or Nature. Suggested Language: Dwarvish or Sylvan.)

The Great Dale. You were born into a semi-nomadic tribe of shifters that roams the Forest of Lethyr. Your tribe is old, its origin shrouded by the mysteries of the druid cult. Your people keep to themselves and avoid the elves of the forest. Folk outside the Great Dale don't even know your tribe exists. Why did you leave your homeland? Were you exiled for looking too closely into the activities of the druids? Did you flee after becoming entangled with the forest elves? Did the Circle of Leth's druids send you on a mission?

(Associated Skill: Nature. Suggested Language: Elvish or Sylvan.)

Luskan. Your life began in Luskan's sewers, and for years you followed in the footsteps of the wererats and shifters that made up your extended "family." However, no matter how much violence and struggle you endured, nothing good ever came of your kinfolk's efforts. In fact, things seemed to get worse every year. You knew you had to get out, but it's never easy to leave home behind—especially when you're enmeshed in a criminal underworld. But a hard life has taught you hard lessons, and you shared what you learned with whomever got in your way. What was life like for you in Luskan? Did you live only in the sewers, or did you find shelter among the surface gangs? A Shou crime syndicate infiltrates the city's powerful—did you learn your trade from them? Perhaps you have some exotic skills gained through association with foreign pirates.

(Associated Skill: Stealth. Suggested Language: Dwarvish or Undercommon.)

Moray (The Moonshae Isles). Raised among the Norlander shifters and werebeasts of the island of Moray, you grew up in a tradition of terror, raiding and pillaging your neighbors. Your kinfolk are hated and feared by the people of the Moonshae Isles. How did you come to be on the continent? Perhaps you were shipwrecked and helped by someone ignorant of the dangers of Moray. Maybe you stole a ship and sailed to Amn, hoping to escape your violent home. Or you might have been left behind on your first raid, stranded when your allies left or were defeated.

(Associated Skill: Athletics. Suggested Language: Giant or Sylvan.)

Rashemen. Greatly feared in Rashemi tales, your people live in secret in the Ashenwood among legendary monsters like Dar-Guran, the troll who can bite off a human's head. Yet you also live with more benign nature spirits that seem to exist in every limpid pool and quiet copse of trees. Some Rashemi see you and other kin to lycanthropes as the troll, while others view you as the spirit. Your own people often seem unsure which they want to be. You left them to find your own way.

(Associated Skill: Nature.
Suggested Language: Sylvan or
Draconic.)



Selgaunt (Sembia). There are two kinds of weretouched kinfolk among the nobles of Selgaunt. There are those who can hide their heritage entirely, thriving among the grasping merchant nobles, and those whose appearance or behavior betrays their tainted ancestry. The latter pose a problem. Some are accepted by their families but kept hidden from view. Others are cast out, fostered to those who owe favors or bargained to those who collect them. Which of these varied fates was yours? Did you struggle to control your emotions amid finery and strict rules of etiquette, or did your foster parents put you to work as an agent in their trade? Were you forced to leave Sembia after your heritage was revealed, or were you sent on a trade mission to distant lands to get you out of public view?

(Associated Skill: Deception or Persuasion. Suggested Language: Elvish or Undercommon)

Tethyr. Born in Zazesspur to the Tethyrian noble family of House Janor, you bear the heritage of wereserpents, yuan-ti, or both. The family's ties to these monstrous bloodlines is a secret they must hide for their very survival. How do the qualities of your serpentine heritage show themselves in you? How were you hidden from public view? Perhaps you were trained as an assassin for those who command your family members with seductive whispers. Maybe you were only allowed on the streets at night. Do you know who controls your family's fate? Do you want to save your family from itself, or have you made enemies of too many of them?

(Associated Skill: Stealth. Suggested Language: Draconic or Sylvan.)

Vehlarr (Baldur's Gate). The legends of the lost city of Vehlarr are true. It was never destroyed, but was moved to the Feywild, as was its nemesis city, Myth Lharast. You grew up in Vehlarr, feeling the erratic influence of both worlds. Vehlarr appears on Faerûn only under the full moon, existing both in the Werewood and the Feywild, forming an unstable bridge between planes. Though centuries have passed since its unmooring in the world, Vehlarr has felt only 75 years of that time. When you learned of the Band of the Red Moon's plans to conquer Baldur's Gate, you felt you had to help. You disregarded the warnings of your leaders and left, but you waited too long. Due to the disconnected passage of time between your home and the mortal world, by the time you reached Baldur's Gate, the Band of the Red Moon's initial attempt at expansion. Now you can't return home for fear of the welcome you'll get from the werewolves and other lycanthropes who rule there. And since the vanishing city's time and yours are out of joint, their anger at your betrayal will remain fresh for a very long time...

(Associated Skill: History. Suggested Language: Elvish or Sylvan.)

Ylraphon (The South Moonsea). The feud between your tribe and another group of lycanthropes, shifters, and their kin was a part of your life as long as you could remember. Then a mysterious druid came and ended it with the message she claimed to bear from Malar. Though open hostilities ceased, perhaps it was naïve of you to believe the bloodfeud was truly over. When you saw a shifter who was a member of your rival tribe struggling to escape quicksand

on the edge of the Flooded Forest, you gave them aid—and earned the ire of your own people. Fleeing to escape mistreatment, you found your way to the nearby settlement of Ylraphon, an outpost ruled by adventurers, and quickly fell in with a group of dungeon delving mercenaries. Have you had any further contact with the shifter you saved? Do you hope to return to your kin one day, or do you prefer your new life to your old one?

(Associated Skill: Nature. Suggested Language: Dwarvish or Orc.)

Feature: Kinfolk Network

Those who share your blood don't always get along, but necessity has made them a sort of informal network that exchanges information about places to hideout and take refuge. If you are in the wild or near a place with a sizeable population of shifters, you can always find a place to hide, rest, or recuperate, whether it is a secluded wilderness location or the home of other kinfolk. This place of rest is secure enough to conceal you from most natural threats. Threats that are supernatural, magical, or are actively seeking you out might do so with difficulty depending on the nature of the threat (as determined by the DM). However, this feature doesn't shield or conceal you from scrying, mental probing, nor from threats that don't necessarily require the five senses to find you.

Suggested Characteristics

Use the tables in the outlander background in the Player's Handbook as the basis for your traits and motivations, modifying the entries as appropriate to suit your region of origin.

In addition, you have a personality quirk that is tied to your lycanthropic ancestry. You may not manifest the traits of your kin physically, but in terms of personality, the beast in your blood can never be entirely tamed.

Weretouched Kin Quirks

d8	Quirk
1	I'm almost always either eating or seeking food for my next meal.
2	When crossed, I often respond with a deep growl or even a baring of teeth.
3	I use few words and let my actions speak for me.
4	I can never rest somewhere until I circle the area a few times, pacing around and looking out for threats.
5	Shiny things always attract my attention.
6	The bedding in most civilized places is far too soft. I much prefer my own bedroll, whether on soil or even a hard floor.
7	The slightest mistreatment of animals upsets me as much as (or more than) abusing people the same way.
8	My personality changes with the phases of Selûne, and I am rambunctious and passionate when the moon is full, but quiet and withdrawn when it is new.



Chapter 2: New Races and Feats

Shade

THE TRAIL OF FIVE DARKNESSES IS NO EASY PATH TO FOLLOW. YOU SAY YOU ARE READY TO TAKE YOUR OWN JOURNEY; TO SEE WHERE THE TRAIL ENDS? I CAN TELL YOU THIS-- THE PASSAGE TO IMMORTALITY IS UNIQUE TO THE INDIVIDUAL. MY EXPERIENCES ARE MY OWN, AS ARE MY FEARS AND MEMORIES OF THAT FATEFUL TIME. AND IF YOU EMERGE, CLINGING TO THE FRAGILE THREAD THAT IS LIFE, EXPECT NO COMFORT AND NO KINSHIP, FOR BY EMBARKING ON THIS QUEST YOU SEVER TIES WITH ANYONE YOU HAVE EVER LOVED. ARE YOU READY? ARE YOU TRULY PREPARED?

--KHASUS, HIGH DARK OF FELLWARREN

Ambitious, ruthless, and paranoid, shades have traded part of their souls for a sliver of dark essence from another plane. It is believed that in most cases this pact is with dark powers in the Shadowfell, sometimes called the Plane of Shadow, but others make their pact with beings in the darkest depths of the Far Realm (known as “the Far Shadow”) or even with deities from outer planar realms with a strong connection to the Underdark (such as Lolth). Even more so than the shadowborn natives of these realms of darkness, shades are gloom incarnate.

The first shades in the Realms were citizens of the ancient wizardly empire of Netheril. Over two thousand years ago, the High Prince who ruled of the Netherese flying city of Thultanthar transported his entire city onto the Shadowfell in order to explore that dim and perilous plane. The Netherese who dwelled in the Shadowfell became known as the Shadovar. For thousands of years, Thultanthar—commonly known as the city of Shade—was lost to human knowledge, along with its inhabitants.

The High Prince was also the most powerful wizard in the city, and he struck upon a ritual means of transforming himself and his most loyal followers into creatures of shadow. Known today in scholarly circles as *the Trail of Five Darknesses*, this arduous ritual is as likely to slay its practitioner outright—obliterating body and soul—as it is to grant the ability to wield shadow magic. Many of the Shadovar became shades, though far from all—in those days, only the High Prince and his children knew the secret of the necessary ritual, and they were stingy with their favors, careful to only empower those who were sure to be loyal to them and their causes. Prospective candidates were stringently tested for ability, loyalty, and resourcefulness, and these devoted shades remained in the

Shadowfell except when their masters ordered them elsewhere. During the absence of the Netherese, a rare few mortals in the Realms deciphered the knowledge of how to become a shade on their own, but hid their nature with their formidable gifts. Thus, even the existence of the race of shades was unknown for millennia.

Then, in the year 1374 DR, the city of Thultanthar abruptly returned to Faerûn, and for nearly a century, it soared above the deserts of Anauroch, land that was once a fertile part of the Empire of Netheril. Over the ensuing century, the Netherese sought the resurrection of their lost empire, conquering realms such as Sembia and making long war against the humans of the Dalelands and Cormyr as well as the elves of another reborn city, Myth Drannor. Finally, during a great battle in 1487 DR, Thultanthar was brought crashing down on Myth Drannor, and the resulting cataclysm returned both ancient cities to the ashes of history.

Now, a fair number of shades walk the Realms, most Netherese in origin, but with many either no longer loyal to their fallen nation or having attained the Trail of Five Darknesses on their own. No matter what race, nation, or land one was first born into, each shade undergoes a dark rebirth that transforms them into a creature of stealth and secrecy who is caught between life and death. In taking on the twilight powers granted to shades, they also take on dark thoughts from world's beyond, creating an even darker disposition.

Most shades began life as humans. Anyone who chooses to become a shade is reborn into shadow through a transformative ritual that ambient magic of shadow present in the world. This ritual is most survivable when performed at places where the boundaries between the Forgotten Realm and darker realms are the thinnest, such as crossings to the Shadowfell.

Shades resemble their original mortal selves, though they sacrifice their native vitality to the ritual that turns them into slender creatures of shadow. Their darkness-piercing eyes become orbs of dull black, dark gray, or purple. Their coloring takes on subdued hues, with most shades having pale skin and lank, black hair. Shades prefer dark, somber clothing of silk, suede, or supple leather, decorated with brass and iron. Their metal weapons and tools are coated with special oils that dull any sheen of reflection.

Mortals cannot survive the Trail of Five Darknesses until adulthood. There are no such things as young shades, and shades who marry produce normal offspring. The ritual also has a dramatic effect on longevity, doubling a shade's normal life span. Rumors abound of shades who eventually attain a level of power that allows them to stop aging altogether.

Unbridled ambition and utter desperation are common reasons for a human to undertake the Trail of Five Darknesses, since the taint of shadow magic marks a shade as an outcast forever. However, a few shades deny these self-serving drives, striving to ensure that the true nature of their souls overcomes the shadowy taint of their chosen path. Rejecting their own kind, these shades seek the company of the common races.

Almost always drawn to the life of an adventurer, such shades try to earn the trust of a close circle of friends, defending those comrades with the ruthlessness for which their kind is known. However, some decry this behavior as just another facet of the shades' characteristic avarice, treating friends as personal possessions that must be kept safe at all costs. Shade adventurers are highly versatile, excelling in any calling where stealth and ties to dark otherworldly magic are advantages.

Patient Ambition

The transformation Shades undergo creates a consistent sense of ambition for which their kind is known. No matter what justification inspires an individual to undertake the Trail of Five Darknesses, the conscious act of embracing the power of shadow changes that person. For many shades, having given up a portion of their own soul in the name of power means that no sacrifice is too great.

Shades value restraint, poise, and patience. They bide their time in all things, keeping a low profile as they manipulate events to their advantage. Just as the Shadowfell's malaise can smother the spirits of mortal adventurers who venture into that dread plane, the sliver of shadow within each shade subdues emotion. A shade still feels love, hate, pride, despair, and the like, but he or she buries these feelings deep inside. A shade's smirk or frown carries as much weight as a halfling's laughter or an orc's frenzied roar.

The few religious shades often see faith as an extension of their ambition. Having made the ultimate sacrifice for power, they are often too proud to embrace the humility of serving a god. In some cases, however, they see divine devotion as a means to an end, a mutually beneficial arrangement with a powerful being. The shades of Netheril, for example, have devoted themselves to the goddess Shar, who preserved their race through centuries of exile.

All shades are still more likely to be arcane spellcasters than clerics, however. Their transformation gives them a natural potential for sorcery, and having already made an otherworldly bargain for power once, doing so again to become a warlock is much easier. In fact, some shade warlocks attain their shadowy natures and eldritch spellcasting as part of the same pact. Among the Netherese shades, however, the traditions of wizardry are strong, and most of their spellcasters are wizards.

Shadows on Society's Edge

The dark nature of their transformation places shades firmly outside the societies they arise from. The most social of their kind distrust all except their closest companions. Truly misanthropic shades embrace their darkness fully, seeing others as pawns to be exploited in the quest for power.

In the mortal realm, a shade often takes up a life of wandering or lives as a social outcast on the fringes of humanoid society. It is common for shades to mask their true nature with magic or clever disguises, using their shadow powers as a screen against watchful eyes. In many

cases, shades reject family or clan names from their past lives to take on the name of the shadow crossing where they undertook the Trail of Five Darknesses ritual.

For all their fierce independence and self-reliance, some shades feel a hunger for companionship driven by the emptiness of their fractured souls. Although such shades rarely become social creatures, they gravitate to strong allies, alongside whom they can prove themselves in battle. Such long-term companions are typically the only ones who ever see a shade's true emotions, even as the shade demonstrates the full strength of his or her driven ruthlessness in those allies' defense.

Around crossings from Faerûn to the Shadowfell, shades form communities that reflect the avaricious and brutal nature of their residents. Shades who choose to settle in the planes beyond rather than their homeworld are typically those who have strongly embraced the darkness in their souls. Their enclaves are built on a rigid caste structure in which shade nobles plot against each other in bloodthirsty political machinations that would tear other societies apart. In such communities, shades unattached to a noble house are treated as outcasts or used as pawns in attacks against rival nobles.

A Path of Their Own

Unlike members of most other races, shades choose to become what they are. Some shades seek the Trail of Five Darknesses out of pure ambition, seeing that path as a means of gaining power. Others sacrifice their soul to the shadow only under duress, perhaps to protect or rescue a loved one. For each shade character, it is important to determine whether this was a path they chose to follow freely, or if they see the shadow as a curse and a burden they must bear.

Shades stand between life and death. A part of each shade's soul has already moved on to an otherworldly plane, foreshadowing the path all souls must take after death. Although shades still live, the shadow that fills them leaves their mortal emotions subdued and held in check. They are not given to rash action or sudden changes of plan, and do not rush into any situation where they have the option to first analyze the potential dangers.

The strength of shadow is its ability to conceal, and shades take full advantage of their opponents' lack of awareness to read their weaknesses. Only when the time is right do they strike, and they do so without warning and without leaving any loose ends.

If shades have a unifying ethic, it is the notion of protecting what is theirs. The things each shade calls their own—their possessions, their knowledge, even their



friends—are precious to them, and those who attempt to harm or steal what is theirs suffer harsh retribution. They defend their goals and their allies with the same extreme prejudice, and woe to any creature that underestimates their wrath.

SHADE CLASSES

Hunger for power is a constant among shades. However, a shade's personal talents and moral bent determine the manner in which that power is pursued, and what he or she will do with it in the end. Shades can be of any class, but mostly pursue the ones below.

Fighters. Fighters of the shade race almost always pursue the battle master martial archetype, following that path for the control and leadership it promises, though most are wise enough to respect the independence of their own close companions. A shade fighter becomes an adventurer to gain personal power, though he or she can undertake any number of lesser goals in pursuit of that power.

Rogue. Shade rogues are consummate spies, clinging to the shadows with a competence matched by few members of the common races. No matter how else they choose to ply their trade, shade rogues uniformly seek to steal information they can use to their advantage. Such shades will often join a thieves' guild or similar organization, sometimes for years, just to learn their secrets, then vanish to serve only themselves—or take their place as the group's leader.

Warlock. The warlock's path is a tempting one for shades, who take up the pact as a means of augmenting their own intrinsic power. Such warlocks see their pact as an extension of the Trail of Five Darknesses, refusing to acknowledge their subservience to an otherworldly master.

Wizard. Shade wizards favor necromancy and illusion, the schools of magic closely associated with the power of shadow. They may also learn the arcane tradition of nethermancy, an obscure branch of the Art dedicated to controlling shadow magic itself. Shade wizards create sanctums in the Shadowfell once they master the ways of planar travel, using that plane as a base for their acquisition of more powerful arcane magic.

Shade Traits

Your shade character has a number of traits in common with all other shades.

Ability Score Increase. Your Dexterity score increases by 2.

Age. A shade ages at half the speed a normal member of their previous race would.

Alignment. Most shades are Lawful Neutral, Neutral, or Lawful Evil. In general, they undertake the Trail of Five Darknesses for power or ambition, and its effects mute their normal mortal emotions even more. However, even good-aligned shades must fight to retain their compassion for others against the cold taint of shadow. A shade's dispassion also means that few are of chaotic alignment.

Size. Shades are usually a bit taller and slimmer than they were in their previous lives. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fragile Mortality. Whenever you regain Hit Dice at the end of a long rest, you must make a DC 15 Constitution saving throw. If you fail, you lose a number of Hit Dice equal to half your proficiency bonus (rounded down), as if they had already been spent.

Hidden Step. As a bonus action, you can magically teleport, along with any equipment you are wearing or carrying, up to 30 feet to an unoccupied space it can see. Both the space you are leaving and the space you are entering must be in dim light or darkness. After this teleportation, you turn invisible until the start of your next turn, or until you make an attack roll or force someone to make a saving throw. Once you use this trait, you can't use it again until you finish a short or long rest.

One with Shadow. You have resistance against necrotic damage.

Practiced Sneak. You are proficient with the Stealth skill.

Languages. You can speak, read, and write Common and one other language of your choice.

Subrace. Shades from the Netherese city of Thultanthar share certain traits that independent shades do not. Choose one of the described types as your subrace.

Independent Shade

As a shade who attained the Trail of Five Darknesses on your own, you maintain a determined self-reliance when among your own kind, because you know all too well the greed and duplicity your race is capable of. However, shades also believe in strength in numbers, and as such they congregate in settlements close to shadow crossings, both in Faerûn and the worlds beyond. Whether you are part of such a community or walk among the common races, you develop your innate shadow magic to sharpen your natural gift for stealth to a preternatural level, allowing you to walk unseen nearly whenever you wish.

Ability Score Increase. Your Charisma score increases by 1.

Shade Skill. You gain proficiency in your choice of one of the Deception, Investigation, or Sleight of Hand skills.

Swift as Shadows. You learn the *shifting shadow** cantrip. If the space you end up in after casting *shifting shadow** is not in direct sunlight, that space is blurred and concealed by shadow magic, making it heavily obscured until the end of your next turn.

Twilight Cantrip. Whenever you use your action to cast a cantrip during your turn, you can take the Hide action as a bonus action that turn.

NEW CANTRIP: SHIFTING SHADOW

Conjuration cantrip

Casting Time: 1 action

Range: Self

Components: S

Duration: Instantaneous

Too quickly for mortal eyes to perceive, you move no further than the reach of your shadow. Your movement doesn't provoke opportunity attacks for the rest of the turn, and you instantly move to an empty space within 5 feet.

Netherese Shade

The citizens of the lost city of Thultanthar lived to serve the High Prince and their fellow Shadovars. Most of those who became shades grew up as loyal champions of the High Prince's regime. Their personal agendas seldom conflicted with the purposes of Shade's rulers, since they became shades through obedience. Now that Thultanthar has fallen, the Netherese shades not destroyed in that last battle are set free in the world. Most seek to find other survivors and figure out a scheme to reclaim their nation's greatness, but a few have taken the loss of their masters as an opportunity to walk their own path in the Realms. Instead of shackling their deep ambitions to the cause of their betters, they are now free to advance as they wish.

Most Netherese shades consider themselves superior to all nonshades around them. After all, they were raised from birth to believe status as a shade is was the reward given to the most worthy. Such shades also find it difficult to trust those who are not Shadovar, but necessity forces them to make new alliances. For their part, Faerûnians find the attire, customs, speech, and equipment of most Shadovars oddly dated. After all, until a century ago their culture was cut off from the rest of the world for over two thousand years. Shadovar adventurers often wear ornate robes or intricately filigreed breastplates, and for weapons they favor similarly-styled staves or halberds.

Ability Score Increase. Your Intelligence score increases by 1.

Netherese Cantrip. You know one Evocation, Illusion, or Necromancy cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it.

Shadovar Education. You are proficient in Arcana.

Shar's Bargain. When you cast a cantrip that has a casting time of 1 action, you can choose to inflict necrotic damage on yourself equal to your proficiency bonus to change the casting time to 1 bonus action for this casting. This damage ignores resistance and immunity.

Once you use this trait, you cannot do so again until you finish a short or long rest.

LIFE AMONG THE SHADOVAR

The society of the lost city of Thultanthar fit into a strictly controlled hierarchy. The High Prince sat at the top of the hierarchy's pyramid, with his sons, the Twelve Princes of Shade, right below him. Beneath them stood the arcanists (Shadovar sorcerers, warlocks, and wizards), with the military next down in importance. At the base of the pyramid, there were four levels of commoners.

In descending order, these were the crafters (skilled laborers), the merchants (those who distributed necessary goods throughout the City of Shade and imported and exported needed materials), the servants (those who worked as personal servants to people above them), and the slaves (who did the worst of the society's grunt work).

At 13 years old, the age of ascension, every citizen was tutored in basic spellcraft and subjected to a battery of tests to determine how their skills could best serve the Thultanthar. Then, at the age of majority (18 years old) each person embarked upon the job for which they were trained. Unless the person suddenly displayed a new aptitude, they worked at their designated career until the day they died.

Those citizens who proved to be especially important and loyal were transformed into shades. This was one of the greatest honors a Shadovar can receive. Only a small percentage of Shadovars were transformed, and commoners and low-ranking military officers were never chosen for transformation. Those, even these shades were selected for their loyalty and obedience, they were also those who had the ambition to rise to the pinnacle of their society.

In Thultanthar, all Shadovars worshipped Shar as their patron. The city's Netherese inhabitants worshiped this ancient goddess even before they ventured into the Shadowfell. Once they made the transition, they learned to rely upon her like no other. All other churches or chapels in the City of Shade were converted over to the worship of Shar. Still, shade clerics were more loyal to the High Prince than to Shar herself. Their worship of her was a means to an end. It remains to be seen how loyal their faith remains now.

Shifter

THIS ISN'T A BATTLE. IT'S A HUNT. AND YOU'RE NOT THE HUNTER.

--TORWYN USKEVREN OF SELGAUNT

In the Forgotten Realms, shifters descend from the intermingling of true lycanthropes with humans, elves, and their ilk. Due to their heritage, shifters often feel the pull of the moon in their blood, ebbing and flowing like ocean tides. Although they cannot fully change to animal form, they can temporarily take on animalistic features through a process they call shifting. Shifters have evolved into a unique race that breeds true. Ferocious heirs of the wild, the perfect fusion of civilized race and wild beast, they have a distinct culture with its own traditions and identity.

For as long as werebeasts have bred with more civilized peoples, examples of this animalistic demihuman people have lived along the frontiers of Faerûn. Yet until a century or so ago, few knew any such race existed.

Their ambiguous heritage and wild souls kept these descendants of lycanthropes on the fringes of civilization for centuries, but the magical events like the Spellplague and its aftermath threw wilderness and city alike into chaos, confronting the world with their existence.

Other races are often uncomfortable around shifters due to their predatory natures and vaguely bestial appearance. Of course, some grow to appreciate individual shifters despite their natural aversion, and halflings in general get along well with them. For their part, shifters are accustomed to distrust and don't expect better treatment from members of the other races, although some shifters try to earn respect and companionship through acts and deeds.

Many believe that shifters have the same savage and nearly uncontrollable violent urges as most lycanthropes. Yet this is not the case. What is true is that the personality and behavior of shifters are influenced by their animal natures.



They are a passionate and temperamental people, sometimes boorish and crude, or quiet, shifty, and solitary. Almost all shifters struggle in some way to control their powerful emotional responses, and culturally they retain a steadfast belief in the virtue of self-reliance, which they associate with personal freedom.

Walkers on the Edge

Though rare in most civilized lands, in certain areas shifters are nearly as common as humans (see the **Shifters in the Forgotten Realms** section for details on homelands suitable for shifter characters). Most reside in only the wildest regions of humanoid nations, however, eking out livings as hunters and trappers. A brave few feel compelled to venture forth into the wider world, becoming, guides, trackers, explorers, or scouts. Moving from such rugged self-reliance to the lifestyle of an adventurer is not a big step.

Those who spend time in civilization are often seeking to understand their unique heritage and reconcile the contradictions of their ancestry. They may feel alienated from the plains and forests they love, and sometimes take up the adventuring life as a way of escaping the confines of city walls and returning to nature. Some shifters, though, turn to a life of crime, preying on civilized folk like the hunters they are.

Treatment of shifters depends largely on where they are located. Among urban populations, shifters might be accepted as just more exotic travelers passing through. Should shifters appear in larger numbers, however, a community's citizens might become suspicious. In rural environments, shifters are less readily accepted. In places where they already exist in great numbers, or have intimidated the local populace by other means, they are left alone, but tend to be seen as threats to communities rather than a part of them.

The Beast Within

Shifters are basically humanoid in shape, but their bodies are exceptionally lithe. They often move in a crouched posture, springing and leaping along the ground. Their faces have a bestial cast, with wide, flat noses, large eyes and heavy eyebrows, pointed ears, and long sideburns regardless of gender. Their forearms and lower legs grow long hair, and the hair of their heads is thick and worn long.

In many populations, shifters are associated with a specific type of lycanthropic bloodline, and their features clearly resemble such werereatures. For example, longtooth shifters often claim that werewolves are their ancestors and have canine features, while many razorclaw shifters claim weretigers to be their ancestors and display feline features.

Shifters have a raw connection to instinct that members of other races seldom understand. Fueled by their ancient legacy, shifters hold within them extremes of emotion that strive to dominate their thoughts and actions. This raw inner turmoil comes forth in some shifter warriors as a barbaric rage, enabling the shifter to perform berserk feats

of strength when he enters combat. These shifters tend to be hot-tempered, mercurial, and dramatic, often responding to stress with sudden shifts in mood.

Some learn to control their emotions, but it takes a great deal of effort, and those around them can still sense them keeping their bestial instinct for fight or flight in check. In some cases, they take this to an extreme, suppressing all emotion as a way dealing with their bestial instincts, keeping their voices even and their responses controlled. They remain stoic in the face of any situation, lest their powerful emotions overwhelm them.

The Journey Yet to Come

Just as most lycanthropes are carnivores, shifters have a predatory personality and think of most activities in terms of hunting and prey. They view survival as a challenge, striving to be self-reliant, adaptable, and resourceful. They tend to associate independence with freedom, rather than community. Most cannot long tolerate rigid law enforcement, tyranny, or those who seek to impose their will or systems of belief on others.

Self-reliance has long been the most important virtue in the shifter mind. The greatest heroes of shifter folklore are often described as remaining constantly ready for surprise encounters and drawing on great reserves of inner strength rather than asking for help. Shifters refer to their constant state of readiness as “preparing for the journey yet to come.” Shifters believe that life can change surprisingly quickly and that one should always be ready to move on to avoid the danger. The life of an adventurer is particularly suited to remaining ready for an unexpected trial or journey and particularly prone to having such events occur. Many shifters find themselves embarking on adventuring careers after something happens to disrupt their everyday routines—a monstrous incursion into their village or forest, for example, or a guide job gone sour.

Although they are not nomads, shifters prefer simple, well-made items that they can carry with them in a pinch. Even when they have permanent homes of their own, most shifters keep a simple pack loaded and ready for travel. Individual shifters prepare for the journey yet to come in varying ways. Some talk about it often; some remain reticent. Whether they discuss it openly with their traveling companions or not, shifters strive to make sure that their possessions are portable. They favor a small number of well-made weapons and pieces of armor over many lower-quality items, even if the larger number of items equates to more overall value.

Shifter Names

Shifters use the same names as humans, but tend to choose ones that are also words with a rustic or naturalistic meaning.

Male Names. Ash, Brook, Claw, Cliff, Flint, Frost, River, Rock, Storm, Thorn, Tor

Female Names. Aurora, Autumn, Dawn, Hazel, Iris, Lily, Rain, Rose, Summer

SHIFTERS AND THE GODS

Faerûn's shifters worship many different gods depending upon their inclinations and situation, but certain deities have a special relationship with their wild souls.

Selûne. Shifters who follow Selûne adhere to her followers' view of lycanthropy as a curse. They see shifters' bestial nature as directly tied to the evil of lycanthropy and emphasize strict emotional control and shifting only when necessary. In some respects, shifters devoted to Selûne are trying to deny part of their nature, and they are often the most determined foes of lycanthropes among her followers.

Silvanus. Silvanus emphasizes the acceptance of savagery as part of the natural state of the world, which resonates deeply with many shifters. His teachings present a middle way between Selûne's emphasis on control of a shifter's animal instincts and Malar's desire for unfettered ferocity. Many shifters revere Silvanus, even those that live in cities.

Malar. Shifters often have a heritage of Malar-worship that extends well before the Spellplague, due to ancestral ties to evil lycanthropes. They often worship Malar because their parents did, and see objections to Malar's evil as misunderstanding the essential nature of savagery and its necessary role in the world, and in shifters in particular. They may help hunters and others who worship or pay homage to Malar by hunting for them during winter in areas where food shortages are a concern. Packs of weretouched who worship Malar will engage in what is called a "High Hunt" in which a human is hunted. If the human evades the pack, they are given one boon. If the human is captured, it will be slain, and eaten. Many shifters see Malar's emphasis on unleashing the beast within as a rallying cry, fighting the forces of prejudice against their race.

Shifter Traits

As a shifter, you have the following racial traits.

Ability Score Increase. Your Wisdom score increases by 1.

Size. Shifters are about the same size as humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Athletic Heritage. Whenever you make a Strength (Athletics) check to climb or jump, you are considered proficient in the Athletics skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Darkvision. Your lycanthropic ancestry grants you the ability to see in dark conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Keen Senses. You have proficiency in the Perception skill.

Shifting. You can shift as a bonus action on your turn. Shifting lasts for 1 minute or until you end it on your turn as a bonus action. While shifting, you gain temporary hit points equal to your level + your Constitution bonus (minimum of 1). You also gain a trait that depends on your shifter subrace, described below. You can use this trait twice, regaining all expended uses when you finish a short or long rest.

Unarmed Ferocity. When you take the Attack action on your turn, you can make an unarmed strike as a bonus action.

Languages. You can speak, read, and write Common and Sylvan.

Subrace. Several subraces of shifter exist, each with its own animalistic features. Choose one of the listed options. Each includes additional ability score modifications, a shifting trait that emerges only when they are shifting, and another racial trait they enjoy at all times. Each of these shifter subraces also has some associated minor behavior that most of its members exhibit. As with other aspects of racial psychology, these are generalizations at best and stereotypes at worst. They serve as overall impressions of the shifter race, rather than strict rules that every individual must adhere to.

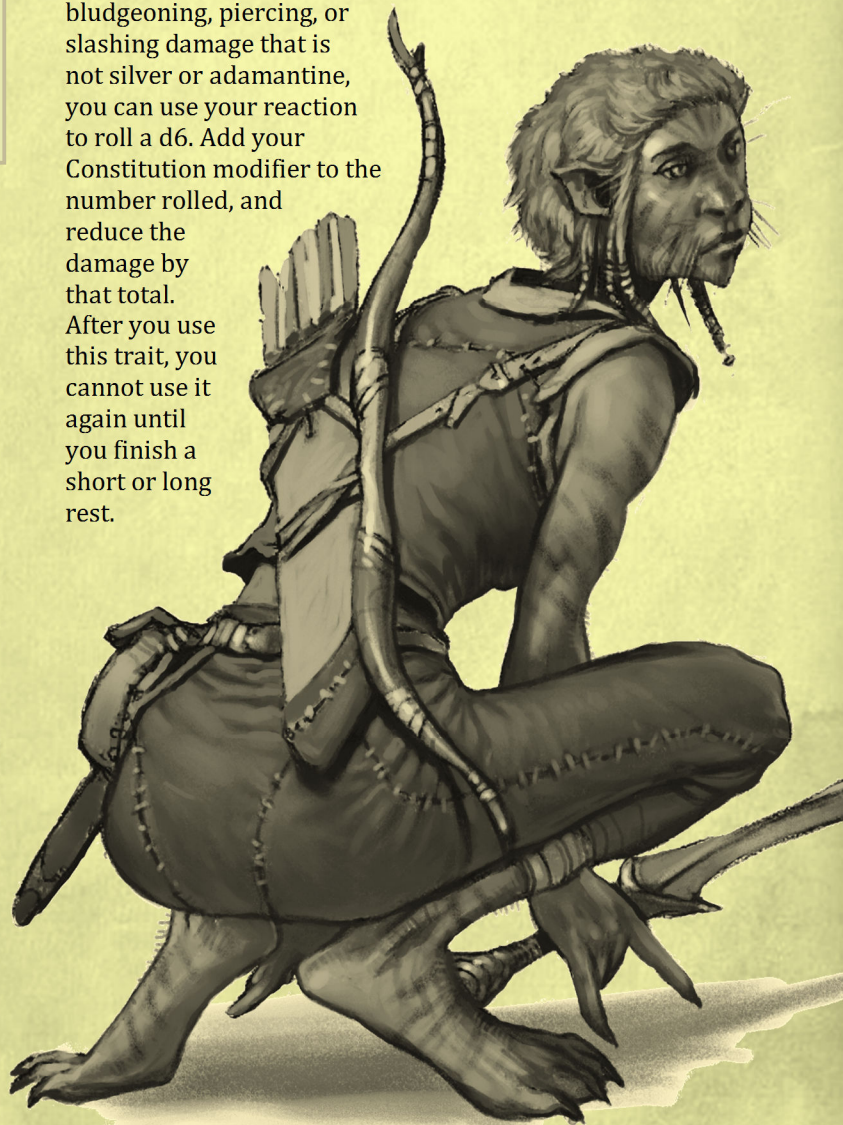
Beasthide

As a beasthide shifter, you are especially tough and persistent in battle. Beasthide shifters are often blunt and rude, speaking loudly and interrupting others.

Ability Score Increase. Your Constitution score increases by 2.

Beasthide Shifting Trait. While shifting, you gain a +1 bonus to AC and advantage on death saves.

Resilient Shifter. When you take nonmagical bludgeoning, piercing, or slashing damage that is not silver or adamantite, you can use your reaction to roll a d6. Add your Constitution modifier to the number rolled, and reduce the damage by that total. After you use this trait, you cannot use it again until you finish a short or long rest.



Cliffwalk

Your cliffwalk heritage grants you the climbing agility of a mountain goat or arboreal ape. Cliffwalk shifters tend to be shy and introverted.

Ability Score Increase. Your Dexterity score increases by 2.

Cliffwalk Shifting Trait. While shifting, you gain a climb speed of 30 feet, and you add your Wisdom modifier (minimum 1) to all Dexterity saving throws.

Perfect Balance. You have resistance to falling damage and advantage on all ability checks made to climb or keep your balance.

Dreamsight

You are blessed with the spiritual instincts and awareness of a dreamsight shifter, the rarest of the shifter subraces. Dreamsight shifters are usually calm and contemplative relative to other shifters. Unlike the other subraces, whose traits tend to reflect their lycanthropic ancestry, the abilities associate with dreamsight are a rare shamanic inheritance among all of them. It can occur in any shifter bloodline, regardless of heritage.

Ability Score Increase. Choose two of the following ability scores: Intelligence, Wisdom, or Charisma. Increase both the chosen ability scores by 1.

Dreamsight Shifting Trait. While shifting, you have advantage on Wisdom and Intelligence saving throws. In addition, while shifting you can comprehend and communicate with beasts as if under the effects of a *speaking with animals* spell.

Shamanic Cantrip. You know one cantrip of your choice from the druid spell list. Wisdom is your spellcasting ability for it.

Gorebrute

As a gorebrute shifter, your instinct is charge right at your prey, leaving them vulnerable to subsequent attacks. Gorebrute shifters are more likely to be loud and aggressive, and to threaten violence, than most individuals.

Ability Score Increase. Your Strength score increases by 2.

Go for the Throat. Once per turn, when you hit with a melee attack against a creature who is prone, you can inflict additional damage with that attack equal to your proficiency bonus.

Gorebrute Shifting Trait. While shifting, if you move at least 20 feet straight towards a creature during your turn, you can use your bonus action to make a gore attack against that creature. This is a melee weapon attack with which you are proficient, which uses Strength for its attack roll and damage bonus and deals 1d10 piercing damage. If this attack hits a target that is your size or smaller, the target must make a Strength saving throw (DC 8 + your Strength modifier + your proficiency bonus) or be knocked prone. In addition, you have advantage on Strength saving throws you make while shifting.

Longstride

Longstride shifters are fleet and elusive, and in terms of personality, many consider them aloof and prideful.

Ability Score Increase. Your Dexterity score increases by 2.

Fleet of Foot. Your base walking speed increases to 35 feet.

Longstride Shifting Trait. While shifting, you can double your speed until the end of the turn when you move on your turn in combat. Once you use this trait, you can't use it again until you move 0 feet on one of your turns. In addition, you add your Wisdom modifier (minimum 1) to all Dexterity saving throws you make while shifting.

Longtooth

As a longtooth shifter, you are a ferocious combatant. Longtooth shifters are known for having savage and almost feral demeanors.

Ability Score Increase. Your Strength and Wisdom scores each increase by 1.

Longtooth Shifting Trait. While shifting, your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you can deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. Once during your turn, if this attack hits a target that is your size or smaller, you can choose for that target to be grappled by you. If you start your turn with half your maximum hit points or fewer, you add your proficiency bonus to the damage of the bite attack you gain from this trait until the end of that turn.

Stalwart Shifter. When you take nonmagical bludgeoning, piercing, or slashing damage that is not silver or adamantite, you can use your reaction to roll a d6. Add your Strength modifier to the number rolled, and reduce the damage by that total. After you use this trait, you cannot use it again until you finish a short or long rest.

Razorclaw

As a razorclaw shifter, you make swift, slashing strikes in battle. Razorclaw shifters are said to respect little other than physical power.

Ability Score Increase. Your Dexterity and Wisdom scores each increase by 1.

Razorclaw Shifting Trait. While shifting, you have sharp claws, allowing you to use your Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes, which inflict 1d4 slashing damage instead of the normal bludgeoning damage. Also, while shifting, your claws give you a climbing speed of 20 feet, and when you have only half your maximum hit points or fewer, you have advantage on Dexterity saving throws.

Relentless Strike. Once per turn, when you hit with a melee attack against a creature you have already hit with a melee attack this turn, you can inflict additional damage with that attack equal to your proficiency bonus.

Swiftwing

Your ancestry as a swiftwing shifter grants you the ability to fly in short bursts. Swiftwing shifters tend to be twitchy and nervous.

Ability Score Increase. Your Dexterity score increases by 2.

Leaping Charge. You add 5 feet to your long jump distance and 2 feet to your high jump distance. In addition, when you take the dash action, your speed is increased by 5 feet for that action.

Swiftwing Shifting Trait. While shifting, when you move on your turn in combat, you can fly for up to 30 feet of that movement. Once you use this trait, you can't use it again until after the end of your next turn. In addition, while shifting you have resistance to falling damage.

Truedive

Your truedive heritage lets you swim like a creature born to the sea. Truedive shifters are often remote and somewhat callous.

Ability Score Increase. Your Constitution score increases by 2.

Amphibious. You can breathe air and water.

Marine Kinship. You can cast *animal friendship* an unlimited number of times with this trait, though you can only use it to target creatures with swimming speeds.

Truedive Shifting Trait. While shifting, you gain a swim speed of 30 feet and you have resistance to cold damage and falling damage.

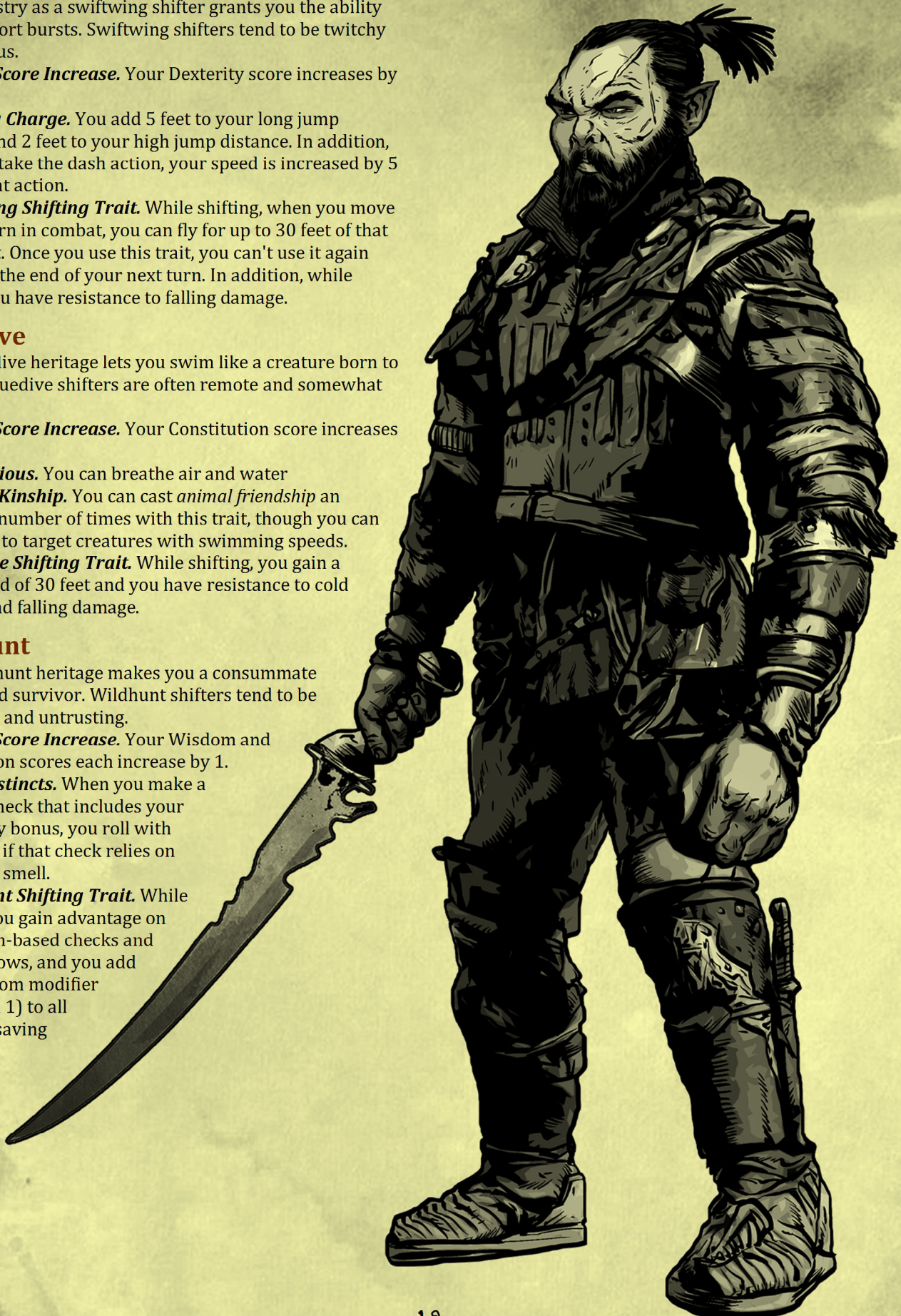
Wildhunt

Your wildhunt heritage makes you a consummate tracker and survivor. Wildhunt shifters tend to be suspicious and untrusting.

Ability Score Increase. Your Wisdom and Constitution scores each increase by 1.

Keen Instincts. When you make a Wisdom check that includes your proficiency bonus, you roll with advantage if that check relies on hearing or smell.

Wildhunt Shifting Trait. While shifting, you gain advantage on all Wisdom-based checks and saving throws, and you add your Wisdom modifier (minimum 1) to all Dexterity saving throws.



New Elf Subraces:

Elf, Fey'ri

Fey'ri are a planetouched race, created in ancient times when four sun elf noble houses bred with demons in an attempt to strengthen their bloodline. Much like tieflings, they bred true as their own race, sharing common traits, but remain marked by their fiendish blood. Most fey'ri are evil, but a few are able to shrug off the fiendish taint's influence on their behavior and emulate some small part of the innate good nature of their elven forebears. In general form they resemble sun elves, though most bear some marks of their demonic heritage, usually large batlike wings and a magical ability to disguise their appearance.

Some fey'ri don't manifest obvious demonic features at birth, and those who look "normal" are perhaps the most dangerous of all. Some fey'ri are born and raised among their elf cousins and do not even know the truth of their nature. It inevitably manifests, however—usually violently—when the fledgling fey'ri comes of age.

Thousands of years ago, in what is now the forest of Cormanthor, the elder sun elves of House Dlardrageth (in what is now the forest of Cormanthor) summoned demons (usually succubi in male or female form) to beget half-fiend children, some of whom in turn produced lesser demon-touched elves called fey'ri. They believed this would strengthen and perfect their bloodline. Instead, they allowed fiendish taint to corrupt the sun elf qualities that they prized the most.

Fey'ri are obviously different from normal elves and would quickly be killed by most other elves if discovered. Luckily for them, their demonic bloodline gives them several abilities, including the ability to change their shape. Thus they can pass freely among other creatures without causing an alarm. Members of the race can be found the world over, operating alone or in isolated small cells, often manipulating members of "lesser races" to do their bidding. Those who specialize in disguising themselves as influential members of other races for long periods are known as "skin-dancers."

The fey'ri burrow into the foundations of mortal society in Faerûn, seeking to sow chaos and have their revenge against elvenkind first of all, and anyone else second. They believe they have been cheated of their birthright, and their elven pride and innate demonic viciousness make them a scourge among the civilized realms as they work their subterfuge.

Most fey'ri live for revenge. They feel wronged by other elves, particularly moon elves, and superior to all other races (as befits their lineage, which ties them to the ancient elven kingdoms that predate human civilization). While their plans for revenge unfold, they wish to restore the glory of the elven empires with themselves at their head. Individual fey'ri comply with these goals, knowing that their half-fiend rulers are too powerful to challenge and feeling that they themselves have been punished unfairly by the moon elves with their too-long magical imprisonment.

Individual fey'ri are usually patient, calculating, and suspicious, but their fiendish blood makes them prone to undeserved acts of cruelty and rage. Fey'ri society is very close-knit. They are all close relations, and so each fey'ri has a very good idea how each of his or her family members would react to a situation. Yet they have a subtle loathing for each other, both because their elven nature rejects the taint of their kin and because their demonic ancestors are so chaotic and rebellious that they find it difficult to work together.

As a result, fey'ri society is based on power and fear—power to make your commands obeyed, fear that your superiors could destroy you if you fail to comply. In Faerûn today, they operate mostly as individuals or in small groups. They don't have the collective strength and organization to mount a fullscale incursion, but they are far from helpless.

Of special note are the fey'ri who have chosen to leave the banner of House Dlardrageth. The members of the house considered these renegade fey'ri a great risk to their plans, for the Dlardrageth nobles knew their numbers were too small to survive a concerted effort to eradicate them—they must act in secrecy, or risk discovery and death. To this day, renegade fey'ri are marked for death by those who have remained loyal to the house. These renegades must be even more cautious than their isolated kin, or they could be discovered and destroyed.

Fey'ri are usually chaotic evil. Some bear an echo of their elven heritage and are chaotic neutral, and a few may be entirely neutral. None have yet been found who are lawful good. Fey'ri lie, cheat, and spin webs of deception to get their way. With their natural ability to change their face and shape, they often hide in plain sight or impersonate enemies so as to frame them for criminal activity. Blackmail is one of the fey'ri's favorite devices, its use enhanced by their natural ability to conceal their true features.

All fey'ri know about the heritage of Dlardrageth, including the caches that the house created to store its most prized treasures. Those storage places have been looted over the centuries, meaning that the items the fey'ri believe to be their possessions are now back in the world at large. No member of the race will pass up an opportunity to visit a curio shop or some other purveyor of "antiques," in the hope of discovering one of the long-lost relics.

Fey'ri often act with antagonism toward anyone and everyone, but their trust can be earned. They respond well to intelligence and power, as well as a certain moral flexibility. They dislike those who delude themselves into thinking themselves equal to the fey'ri, but love to compete with worthy rivals. Seeing through the disguise of a skin-dancer on multiple occasions without attacking draws the fey'ri's attention. They offer interesting or witty creatures the chance to prove themselves worthy of an alliance.

Fey'ri still allied with the remnants of House Dlardrageth wish to recruit more sun elves into their breeding program, but hold no love for any other kind of elf, including drow. They have a sun elf's disdain for all other humanoid races, regardless of philosophy or politics, and particularly see humans as pretentious upstarts that have only acquired civilization on the ruins of elven kingdoms.



Renegade fey'ri form their own opinions of other races, but such views are colored by familial prejudice. They have difficulty dealing with elves other than sun elves. As for other planetouched races, Fey'ri are indifferent toward genasi. Their demonic blood recoils

from the celestially tainted presence of aasimar, making them natural enemies. They see tieflings as interesting potential allies, less worthy than a fey'ri or a sun elf, but certainly more valuable than a normal human. The renegade fey'ri also feel the closest to tieflings, for they too know the touch of evil and the desire to live a life not defined by their heritage.

Fey'ri have a strong talent for magic. Fey'ri blood practically overflows with sorcerous power, so many fey'ri characters become sorcerers. Those who don't often become rogues or fighters, although a fair number are sorcerer/rogues or sorcerer/fighters. The more traditional among them sometimes practice wizard spellcasting techniques instead, training as bladesingers and employing the deadly fighting art that marked them as among the greatest warriors in the Crown Wars.

It is often said the fey'ri resemble elves the way tieflings resemble humans, but one should not make the observation aloud to one of them: fey'ri bristle at the suggestion that they are anything other than part of the sun elf race. Aside from their demonic wings and resemblance to sun elves, the chaotic nature of their ancestry ensures that no two fey'ri look quite alike, though other common features include horns, fangs, forked tongues, and barbed tails.

Fey'ri Demonic Features

All fey'ri have one or more unusual features reflecting their fiendish heritage. Choose or roll from the following table to determine appropriate traits for a fey'ri character.

Fey'ri Demonic Features

d12	Quirk
1-2	Fiery red eyes
3-4	Fine scales all over the skin
5-6	Long pointed tails
7-8	Batlike ears
9-10	Deep red skin
11-12	The horns of a satyr

Ability Score Increase. Your Charisma score increases by 1.

Fey'ri Magic. You can cast *disguise self* with this trait, using Charisma as your spellcasting ability. Once you cast this spell twice with this trait, you can't use this trait to do so again until you finish a short or long rest. Once you reach 5th level, there is no longer any limit on the number of times you can cast *disguise self* with this trait. Whenever you cast *disguise self*, it always allows you to hide your wings if you wish.

Fiendish Feature. Choose one of the following options for this trait:

- **Abyssal Legacy.** You gain the Infernal Legacy trait of a tiefling.
- **Demonic Wings.** When you move on your turn in combat, you can fly for up to 30 feet of that movement. Once you use this trait, you can't use it again until after the end of your next turn. However, once you reach 5th level, this limitation is removed, and you instead gain a flying speed of 30 feet.
- **Demon's Tongue.** You gain the Devil's Tongue variant tiefling trait from *Sword Coast Adventurer's Guide*.

Fires of the Abyss. When you take fire damage, you can use your reaction to roll a d6. Add your Charisma modifier to the number rolled, and reduce the damage by that total. After you use this trait, you cannot use it again until you finish a short or long rest. Once you reach 6th level, you replace this trait with resistance to fire damage.

Fiendish Language. You can speak, read, and write Abyssal.

HISTORY: THE FEY'RI AND DAEMONFEY

The original half-fiends who were the progenitors of the fey'ri race later became known as the daemonfey. Before they were eventually discovered by their fellow elves and imprisoned in a series of caverns, the sun elves of House Dlardrageth and their fiendish offspring allied with three minor noble houses of the elven nation of Siluvanede in the High Forest. These nobles bred with demons as well, and acquired caches of Dlardrageth magic items, using these items and their fiendish powers to strike out at their enemies. These nobles were defeated and magically imprisoned in the same Dlardrageth cache sites where they had acquired their own eldritch relics.

Three Dlardrageth half-fiends were accidentally released when Hellgate Keep was destroyed in 1369 DR. When they broke through the magical seals on their old armories, they were surprised to find the descendants of their allies from Siluvanede within. Once freed, the Siluvanede fey'ri joined with their old allies and began to enact their long-awaited plans. However, they suffer from unfamiliarity with the changes to the world and are still learning about its current state. Though they have had the intervening century to adjust, many fey'ri still view this new world as strange and difficult.

To make matters worse for them, the Dlardrageth leaders vanished only a few years later when they were at the head of a fey'ri attack on the fledgling kingdom of Cormanthor, leaving the surviving fey'ri directionless in a foreign land.

The fey'ri associated with House Dlardrageth originally numbered less than 60. Since their release, some of these fey'ri have broken from their families, trying to find a place in the world after centuries of magical imprisonment.

Elf, Lythari

The reclusive lythari, known among the wood elves as “silver shadows,” are true lycanthropes: good-aligned elves capable of changing into lupine form. In wolf form, lythari are beautiful, with pale gray or silver fur and intelligent, blue or brown eyes. Wolf form lythari leave no impression of danger or ferocity, but rather seem friendly and companionable. If lythari run with normal wolves in wolf form, they are accepted as pack members and treated with deference, except by evil wolf-like creatures (such as worgs).

In their elven forms, the lythari are beautiful and otherworldly beings. They dress in furs, hides, and other natural garb, decorating themselves with feathers, bone jewelry, and similar objects in a fashion more ancient than the oldest wood elf tribes. Tall and pale skinned, they have light blue or green eyes and silver hair.

In the current era, small, independent bands of lythari live in the forests of Evermeet, but most live in forested portions of the Feywild, near hidden planar portals leading to their hunting grounds in the deep woods of Faerûn. Their small bands are anarchic, communal societies, with no real leaders. They do not produce metal objects of any sort, and build nothing more elaborate than brush shelters.

Lythari are interfertile and reproduce among themselves. They may also create new lythari from among normal elves in a special ritual of bonding that leaves a permanent scar resembling a wolf bite, but will not perform the ritual on an unwilling subject.

The Lythari are an extremely shy race, preferring to remain in the forest, far from civilization, and even from their own elven relatives. Among wood elves, glimpsing a lythari is as remarkable as catching sight of a wood elf in the forest is among humans. Lythari adventurers are rare, and usually take up adventuring to seek companions who will aid them in performing a specific quest. Creating a lythari character requires special permission from your DM.

Ability Score Increase. Your Wisdom score increases by 1.

Lupine Form. You can use your action to polymorph into a Lythari wolf. In your Lythari wolf form, you appear identical to a normal wolf with silver fur, but you retain your normal statistics (including ability scores) and the benefit of any features from your class, race, or other source, which you can use if the new form is physically capable of doing so. While in this form, you cannot wear armor, cast spells, speak, or take any action that requires hands. You gain the following benefits in lupine form:

- Your walking speed increases by 10 feet.
- You gain a +1 bonus to AC.
- You gain resistance to nonmagical bludgeoning, piercing, or slashing damage that is not silver or adamantite.
- You gain advantage on Wisdom (Perception) checks that rely on hearing or smell.
- You grow sharp claws, allowing you to use your Dexterity instead of Strength for the attack and damage rolls of

your unarmed strikes, which inflict 1d4 slashing damage instead of the normal bludgeoning damage.

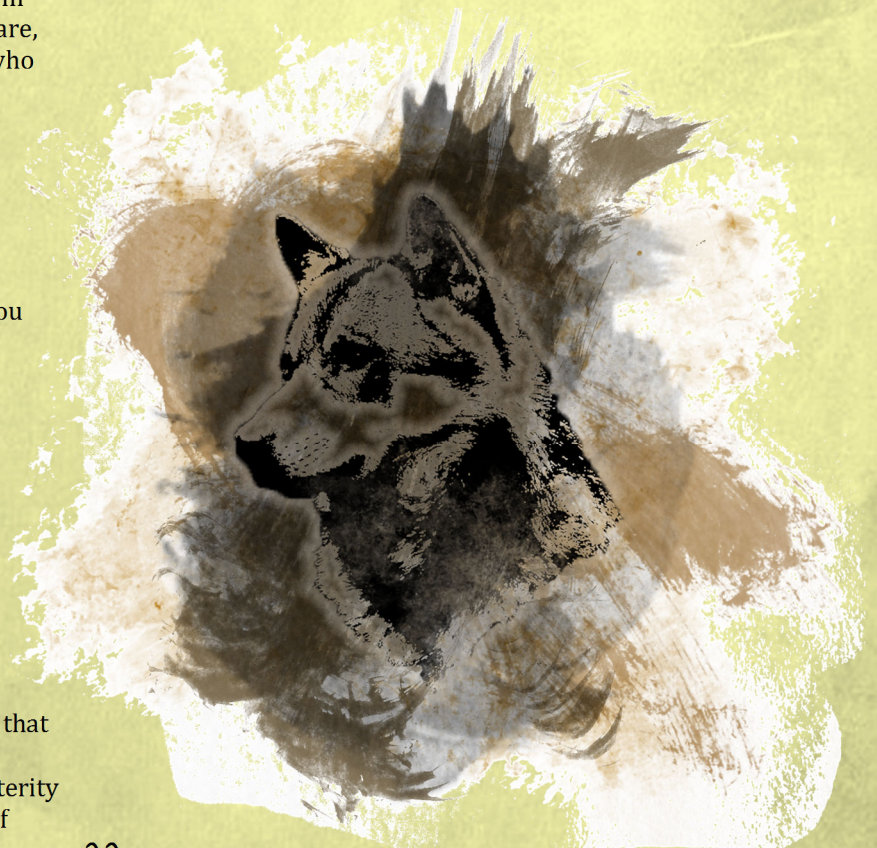
- You gain a bite attack, which is a melee natural weapon attack with which you are proficient that uses Strength for its attack roll and damage bonus and deals 1d8 piercing damage. If this attack hits a target that is your size or smaller, the target must make a Strength saving throw (DC 8 + your Strength modifier + your proficiency bonus) or be knocked prone.
- You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

You can remain in your wolf form for up to 1 hour. If you take a short or long rest while in your wolf form, you extend your wolf form’s duration by the length of that rest. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using an action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

You can use this feature a number of times equal to your proficiency bonus. You regain expended uses when you finish a short or long rest.

Lycanthrope. You bear the curse of lycanthropy, making you immune to being cursed with it again. If you ever take the Controlled Lycanthropy feat, your lycanthropy type is werewolf. You can pass the curse on to a willing elf, in a ritual that takes 1 hour. At the end of the ritual, that elf changes its subrace to Lythari, as if it had been reborn with the *reincarnation* spell, replacing all the benefits of its former subrace with those of a Lythari. This ritual cannot be performed on creatures that are not elves.

Fey Language. You can speak, read, and write Sylvan.



Optional Feats:

I DREAM OF A TREE SOMETIMES. A WEIRWOOD, LIKE THE ONE IN THE GODSWOOD. IT CALLS TO ME. THE WOLF DREAMS ARE BETTER. I SMELL THINGS, AND SOMETIMES I CAN TASTE THE BLOOD.

--GEORGE R.R. MARTIN, *A CLASH OF KINGS*

BEAST COHORT

You have a long-time pet with whom you maintain a preternatural bond. This animal is extremely loyal to you and will fight on your behalf. You gain the following benefits:

- Choose a beast no larger than Medium that has a challenge rating of $\frac{1}{4}$ or lower. You gain one beast of this type as your cohort. The beast obeys your commands as best it can. The beast cohort acts on its own turn, but does not roll initiative. Instead, when you roll initiative, you determine whether the beast acts just before the beginning of your turn or just after the end of your turn. Unless you are incapacitated or more than 120 feet away (in which case you have no influence over the beast's actions), the bonded beast cannot take the Attack, Dash, Disengage, Dodge, or Help action unless you use your action to order the beast to attack, but it can take other actions as normal. The beast cohort gains advantage on attacks against creatures within 5 feet of you. The beast's hit point maximum equals its normal maximum or four times your level, whichever is higher.
- The beast cohort remains bonded to you until you choose to release it, but even after that, the beast cohort will always remain friendly to you. You can never have another beast as a cohort with this ability, unless the previous beast cohort has died and the new beast is a blood relative of the previous one, and you spend 8 hours establishing a new bond. You can never have more than one beast cohort at once.
- At 3rd level, the beast may be Large size or smaller, provided that it has a Challenge rating of 1 or lower. An existing beast cohort can also grow into a beast of such size. It is assumed that at lower levels the beast was still maturing, and that the new creature is its adult form (raising a Wolf into a Dire Wolf, for example).
- At 4th level, you add your own proficiency bonus to the beast's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in.
- Beginning at 7th level, on any of your turns when your beast companion doesn't attack, you can use a bonus action to command the beast to take the Dash, Disengage, Dodge, or Help action on its turn.
- Starting at 11th level, your beast companion can make two attacks when you command it to use the Attack action.
- Beginning at 15th level, when an attacker that you can see hits your beast cohort with an attack, you can call out a warning. If your beast cohort can hear you, it can use its reaction to halve the attack's damage against it.

CONTROLLED LYCANTHROPY

Prerequisite: Must be a natural or afflicted lycanthrope

You carry the curse of lycanthropy, but you have learned to bear it without losing yourself or changing your alignment. By keeping your bloodlust in check, you have learned to master your shapeshifting powers, assuming your alternate forms at will. You gain the following benefits and traits from this feat:

- You can use your action to polymorph into an animal form or a humanoid-animal hybrid. The type of animal or hybrid you become is determined by your lycanthropy type. However, your statistics, other than size and AC, do not change in your other forms. You cannot speak in your animal form. Any equipment you are wearing or carrying is not transformed. You revert to your true form if you are incapacitated or if you choose to revert as a bonus action. You can use this benefit twice, regaining expended uses when you finish a short or long rest.
- If you have no uses of your ability to polymorph into hybrid or animal form remaining, you may still do so, but suffer one level of exhaustion when you do so. Levels of exhaustion gained from this benefit cannot be recovered while you are in hybrid or animal form.
- If you remain in your hybrid or animal form longer than 1 hour, or if you have one or more levels of exhaustion while in hybrid or animal form, or if you are in hybrid or animal form when it is nighttime and the full moon is visible in the sky (whether you are able to see it or not), you must roll a Wisdom save at the beginning of every turn (DC equals 8 + your proficiency bonus + your Constitution modifier). If you fail, you must use your action that turn to attack the nearest creature you can see, using your movement to reach that creature if necessary. If no creature is near enough to move to and attack, you attack an object, with preference for an object smaller than yourself.
- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered. When you reach 11th level, this becomes immunity instead of resistance.
- When in hybrid or animal form, you gain a bonus to AC equal to half your proficiency bonus (rounded down).
- You have advantage on Wisdom (Perception) checks related to hearing or smell.
- You choose whether to use Dexterity or Strength for the attack and damage rolls of your unarmed strikes.
- While in hybrid or animal form, you can roll a d4 in place of the normal damage of your unarmed strike. At 6th level, you can roll a d4 for your unarmed strike in your true form, and in your hybrid or animal form you can roll a d6.
- You have advantage on Strength checks when in your hybrid form.
- You increase your walking speed by 10 feet when in your animal form.
- You gain additional benefits from your particular lycanthrope type, as follows:

WEREBADGER

Your animal form is a giant badger, and your hybrid form is mix of a giant badger and a your true form. This lycanthrope type grants you the following benefits.

- In your animal and hybrid forms, you gain a bite attack, which is a melee natural weapon attack with which you are proficient that uses Strength for its attack roll and damage bonus and deals 2d6 piercing damage. If this attack hits a humanoid target, the target must make a Constitution saving throw (DC 8 + your Constitution modifier + your proficiency bonus) or be cursed with werebadger lycanthropy. Members of non-dwarf races that are not native to deep underground tunnels or the Underdark (such as humans, halflings, or most elf subraces) have advantage on the saving throw against the curse. Dwarves of any kind take a -5 penalty on their saving throw.
- If you have only half your hit points or fewer and have taken damage since the start of your last turn, and you are in your animal or hybrid form, you must make a Wisdom saving throw at the beginning of your turn as if it were a night of the full moon, as described under the basic benefits for this feat.
- While you half your hit points or fewer, you can use a bonus action to move up to your speed toward a hostile creature you can see.
- While in hybrid or animal form, you gain a burrow speed of 10 feet and have advantage on Strength saving throws and Constitution checks.

WEREBEAR

Your animal form is a Large bear, and your hybrid form is a Large-sized combination of a bear and your true form. This lycanthrope type grants you the following benefits.

- In your animal and hybrid forms, you gain a bite attack, which is a melee natural weapon attack with which you are proficient that uses Strength for its attack roll and damage bonus and deals 1d10 piercing damage. At 11th level, the damage of this attack increases to 2d10. If this attack hits a humanoid target, the target must make a Constitution saving throw (DC 8 + your Constitution modifier + your proficiency bonus) or be cursed with werebear lycanthropy.
- While in hybrid or animal form, you gain a climb speed of 30 feet and have advantage on Strength saving throws and Constitution checks.

WEREBOAR

Your animal form is a boar, and your hybrid form is mix of a boar and your true form. This lycanthrope type grants you the following benefits.

- In your animal and hybrid forms, you gain a tusk attack, which is a melee natural weapon attack with which you are proficient that uses Strength for its attack roll and damage bonus and deals 2d6 bludgeoning damage. If this attack hits a humanoid target, the target must make a Constitution saving throw (DC 8 + your Constitution modifier + your proficiency bonus) or be cursed with wereboar lycanthropy.
- While in hybrid or animal form, if you move at least 15 feet straight towards a target during your turn, the next time you hit that target with your tusk attack before the end of your turn, that target takes an extra 1d6 damage, and must

make a Strength saving throw (DC 8 + your Strength modifier + your proficiency bonus) or be knocked prone. At 5th level, the damage from this effect increases to 2d6.

- If you take damage that would reduce you to 0 hit points and are not killed outright, you can choose to be reduced to 1 hit point instead. You can use this benefit once, regaining expended uses when you finish a long rest. At 11th, you regain use of this benefit when you finish a short rest or long rest.
- While in hybrid or animal form, you have advantage on Strength saving throws and Constitution checks.

WERERAT

Your animal form is a rat, and your hybrid form is mix of a rat and your true form. This lycanthrope type grants you the following benefits.

- In your animal and hybrid forms, you gain a bite attack, which is a melee natural weapon attack with which you are proficient that uses your choice of Strength or Dexterity for its attack roll and damage bonus and deals 1d4 piercing damage. At 5th level, the damage of this attack increases to 2d4, and at 11th level it increases to 3d4. If this attack hits a humanoid target, the target must make a Constitution saving throw (DC 8 + your Constitution modifier + your proficiency bonus) or be cursed with wererat lycanthropy.
- While in hybrid or animal form, you have advantage on Dexterity saving throws and Constitution checks.
- While in animal form, you gain darkvision out to a range of 60 feet and advantage on Dexterity (Stealth) checks.

WERERAVEN

Your animal form is a raven, and your hybrid form is mix of a raven and your true form. This lycanthrope type grants you the following benefits.

- In your animal and hybrid forms, you gain a beak attack, which is a melee natural weapon attack with which you are proficient that uses your choice of Strength or Dexterity for its attack roll and damage bonus and deals 1d4 piercing damage. At 5th level, the damage of this attack increases to 2d4, and at 11th level it increases to 3d4. If this attack hits a humanoid target, the target must make a Constitution saving throw (DC 8 + your Constitution modifier + your proficiency bonus) or be cursed with wereraven lycanthropy.
- While in hybrid or animal form, you have advantage on Dexterity saving throws and Constitution checks.
- While in hybrid form, when you move on your turn in combat, you can fly for up to 30 feet of that movement. Once you use this trait, you can't use it again until after the end of your next turn. At 5th level, this benefit is replaced with a fly speed of 50 feet in hybrid form.
- While in animal form, you have a fly speed of 50 feet.
- You can mimic simple sounds you have heard, such as a person whispering, a baby crying, or an animal chittering. To fool a creature that hears the sounds into thinking they are real, you must roll a Charisma (Deception) check against the creature's passive Insight score.

WERETIGER

Your animal form is a tiger, and your hybrid form is mix of a tiger and your true form. This lycanthrope type grants you the following benefits.

- In your animal and hybrid forms, you gain a bite attack, which is a melee natural weapon attack with which you are proficient that uses Strength for its attack roll and damage bonus and deals 1d10 piercing damage. At 11th level, the damage of this attack increases to 2d10. If this attack hits a humanoid target, the target must make a Constitution saving throw (DC 8 + your Constitution modifier + your proficiency bonus) or be cursed with weretiger lycanthropy.
- While in hybrid or animal form, if you move at least 15 feet straight towards a target during your turn, the next time you hit that target with an unarmed strike before the end of your turn, that target must make a Strength saving throw (DC 8 + your Strength modifier + your proficiency bonus) or be knocked prone. If the target is prone, you can make a bite attack against it as a bonus action.
- While in hybrid or animal form, you have advantage on Strength saving throws and Constitution checks, and you add your Wisdom modifier (minimum 1) to Dexterity (Stealth) checks.
- You have darkvision out to range of 60 feet and advantage on Wisdom (Perception) checks that rely on hearing.

WEREWOLF

Your animal form is a wolf, and your hybrid form is mix of a wolf and your true form. This lycanthrope type grants you the following benefits.

- In your animal and hybrid forms, you gain a bite attack, which is a melee natural weapon attack with which you are proficient that uses Strength for its attack roll and damage bonus and deals 1d8 piercing damage. At 11th level, the damage of this attack increases to 2d8. If this attack hits a target that is your humanoid, the target must make a Constitution saving throw (DC 8 + your Constitution modifier + your proficiency bonus) or be cursed with lycanthropy.
- You have advantage on Strength saving throws, and Wisdom (Perception) checks that rely on hearing.
- While in hybrid or animal form, you have advantage on Constitution checks and add your Wisdom modifier (minimum 1) to Dexterity (Stealth) checks

COMPETITOR

You are an expert in games, tournaments, jousts, and other competitions. You gain the following advantages:

- Increase one of your ability scores by 1, to a maximum of 20.
- You gain proficiency with one type of gaming set or vehicle.
- You always know the current gambling odds on any public game, competition, or sport.
- You have 3 *competition points*. Whenever you make an ability check that is directly related to a game, sporting event, or competition, or that is opposed by another creature's ability check, you can spend a competition

point to gain advantage on that roll. You regain your expended competition points when you finish a long rest.

GREENSIGHT

You have a preternatural bond with nature that grants you special insights, including the ability to foresee future events. This grants you the following benefits:

- You can take an action to detect the presence of aberration, beast, dragon, fey, giant, and undead creatures within 300 feet until the end of your next turn. You can identify the type of creature, but cannot determine the creature's exact location, only the general direction if they are within 300 feet.
- You learn one of the following druid cantrips of your choice: *druidcraft*, *guidance*, *gust***, *magic stone***, *mending*, *resistance*, *shillelagh*, or *thunderclap***.
- You learn certain spells and gain the ability to innately cast them. You can cast each spell at its lowest level without using a spell slot. Once you cast a spell in this way, you must finish a long rest before you can cast it again. The first spell you learn and cast in this way is *beast bond***. At 5th level, you also learn and cast the *augury* spell with this feat. At 9th level, you also learn and cast the *commune with nature* and *scrying* spells.
- Your spellcasting ability for all spells and cantrips gained from this feat is Wisdom. You cast these spells and cantrips innately without verbal or somatic components, though you must still expend any material components.
- When you take damage from an attack during a surprise round, you may take the Dash, Disengage, or Hide action as a reaction.

FACTOTUM

You are a jack-of-all-trades, practicing many vocations and mixing your different skills into one effective whole. A character with this feat gains the following traits:

- Raise one of the character's ability scores of your choice by 1, to a maximum of 20.
- After you obtain this feat, when you gain further levels, you no longer gain Ability Score Increases from your individual classes. Instead, you base them on your total character level, including all classes, as shown on the following chart. Ability score increases from levels gained prior to acquiring this feat (including the current level when you acquire it) are unchanged, only levels gained after you obtain this feat are affected.

Total Character

Level	Ability Increase (or Feat) Gained
1st	None
2nd	None
3rd	None
4th	+1 to one ability score, or gain a feat
5th	None
6th	+1 to one ability score, unless you gained a feat at 4th level
7th	None
8th	+1 to one ability score, or gain a feat
9th	None
10th	+1 to one ability score, unless you gained a feat at 8th level
11th	None

12th	+1 to one ability score, or gain a feat
13th	None
14th	+1 to one ability score, unless you gained a feat at 12th level
15th	None
16th	+1 to one ability score, or gain a feat
17th	None
18th	+1 to one ability score, unless you gained a feat at 16th level
19th	+2 to one ability score, or +1 each to two ability scores, or gain a feat
20th	None

THOUSAND FACES

You are a master of disguise, able to quickly transform your appearance and maintain a number of cover identities. This grants you the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency with disguise kits, and double your proficiency when adding it to ability checks made with a disguise kit.
- You have a number of pre-made specialty disguises equal to 1 + your proficiency bonus. Due to hours of practice,

when you don one of these specialty disguises, you may do so as an action. These disguises are generally not based on an individual, but are invented identities based on a general type (a homeless vagabond, a veiled dancer, a privileged aristocrat, etc.). If you wish to create a specialty disguise based on a specific person, you must observe that person for 8 hours. When your proficiency bonus increases, you automatically gain a new specialty disguise. However, if you wish to replace one of your existing specialty disguises, doing so takes 8 hours.

You can establish a reputation or unique social status for the identity you take on in one of your specialty disguises by spending downtime to Sow Rumors (as per the downtime activity described in the *Dungeon Master's Guide*).





Chapter 3: Lycanthropes of Faerûn

Lycanthropes stand in three worlds, yet they belong to none. In their humanoid forms, they can, though rarely do, live as other humans. In its natural humanoid form, a creature cursed by lycanthropy appears as its normal self, though many lycanthropes acquire features suggestive of their animal form over time. They might form communities or adopt human ones, gather in tribes, tend herds, and do all the things one might expect.

In their beast forms, they are little different from the animals they resemble, appearing only as a powerful version of a normal beast. On close inspection, a lycanthropic beast's eyes show a faint spark of unnatural intelligence and might glow red in the dark.

They exist in both forms, yet are not fully comfortable in either. The true form—the form nearly all lycanthropes prefer—is the form between: the perfect melding of human and beast.

Lycanthropy is hereditary, and most werebeasts are born of at least one werebeast parent. Nevertheless, far more tavern tales tell of unfortunates cursed to become such monsters merely from the bite of such a creature.

Most of Faerûn's lycanthrope bloodlines run in otherwise human folk, but werebeasts of other races exist, though they are less common. Orc wereboars and goblin werewolves sometimes become fearsome champions of their tribes. Elven werewolves known as lythari are a race of natural lycanthropes whose origins go back to the first elven explorations of Faerûn, and the good lythari have lived among the moon elves and wood elves for thousands of years.

Life as a Werebeast

Lycanthropes' unnatural hunger drives them to hunt under the full moon's light, prowling for the blood their unnatural appetite demands. Evil lycanthropes hide among normal folk, emerging in animal form at night to spread terror and bloodshed, especially under a full moon. Good lycanthropes are reclusive and uncomfortable around other civilized creatures, often living alone in wilderness areas far from villages and towns to avoid harming others when they lose control.

A lycanthrope can either resist its curse or embrace it. By resisting the curse, a lycanthrope retains its normal alignment and personality while in humanoid form. It lives its life as it always has, burying deep the bestial urges raging inside it. However, when the full moon rises, the curse becomes too strong to resist, transforming the individual into its beast form—or into a horrible hybrid form that combines animal and humanoid traits. When the moon wanes, the beast within can be controlled once

again. Especially if the cursed creature is unaware of its condition, it might not remember the events of its transformation, though those memories often haunt a lycanthrope as bloody dreams.

Some individuals see little point in fighting the curse and accept what they are. With time and experience, they learn to master their shapechanging ability and can assume beast form or hybrid form at will. Most lycanthropes that embrace their bestial natures succumb to bloodlust, becoming evil, opportunistic creatures that prey on the weak.

Each werebeast views its condition differently, but some generalizations can be made. “True” or “natural” lycanthropes, those born with this condition, rarely have a problem with their lycanthropy. They generally view their “curse” as a gift. These folk realize that their lycanthropy makes them special, and many of them take up careers as adventurers. If lycanthropy is feared or reviled in their humanoid culture, they may feel some shame for being so different from those around them, but they rarely if ever wish to be “cured” of their condition. Natural lycanthropes of evil alignment revel in their feral nature, and view themselves as stronger and more fit than their normal fellows. Their strength gives them the right to murder, plunder, and terrorize any who are too weak to defend themselves.

Afflicted lycanthropes are often horrified to find that they have contracted the condition. Waking up covered with blood and a convenient case of amnesia is bad enough. To learn that this is a situation that is going to repeat itself three nights every month for the rest of your life can be nearly intolerable. Most such people try to find a cure as quickly as possible. Of course, not everyone has the knowledge or resources to use one of the old herbal cures (which much be administered within an hour to be effective) or to a high-level spellcaster who can remove the condition.

Lycanthrope Adventurers

Many cursed lycanthropes were adventurers to begin with, since these are the sorts of people most likely to have the kinds of encounters that lead to such troubles. If the lycanthrope wasn’t an adventurer before, she is likely to become one now. Entire chapters of an adventurer’s saga can be written about her quest to find some way to have the curse removed, even if the story’s protagonist was once a simple commoner who just happened to be in the wrong place at the wrong time.

Most lycanthrope adventurers are loners to a certain extent. They may join a band of like-minded adventurers and even work with them for several tendays at a time. Once that full moon rises, though, they disappear in search of a place to be by themselves. They know all too well that many people are not fond of lycanthropes, so they take great pains to conceal their true nature. Even those adventurers who find true friends and accepting companions to whom they reveal the truth prefer to be alone when the moon is full, viewing their uncontrolled transformation as a private and intimate event.

PASSING THE CURSE

One of the most ancient and feared of all curses, lycanthropy can transform the most civilized humanoid into a ravening beast. A humanoid creature can be afflicted with the curse of lycanthropy after being wounded by a lycanthrope, or if one or both of its parents are lycanthropes. Evil lycanthropes have been known to carelessly spread their curse in order to create a pack of followers. Of course, if the new lycanthropes are less than thrilled about their affliction, this strategy can easily backfire. Rules for both methods of infection are described below.

*The rules for lycanthropy below augment and where necessary replace those of the **Monster Manual** regarding Player Characters as Lycanthropes.*

Afflicted Lycanthropy. A humanoid hit by an attack that carries the curse of lycanthropy must succeed on a Constitution saving throw (DC 8 + the lycanthrope’s proficiency bonus + the lycanthrope’s Constitution modifier) or be cursed.

Natural Lycanthropy. Whether a creature born with lycanthropic ancestry is a lycanthrope, a shifter, or a normal member of their race, is determined by the DM. The DM may use the *Lycanthropic Ancestry Table* on the following page to determine how a creature’s heritage manifests itself, rolling or simply using the percentages on the table as a guide while deciding what makes the most sense for the campaign. The curse usually manifests during adolescence, though the DM may choose otherwise. If the creature is a player character, the player decides their character’s nature in consultation with the DM, as normal. The player must still decide if the character embraces or resists the curse (though they likely must choose the later in favor of playability), even if they begin play with it.

Curing Lycanthropy. A *remove curse* spell can rid an afflicted lycanthrope of the curse, but a natural born lycanthrope can be freed of the curse only with a *wish*. Any character who bears the curse of lycanthropy must choose to either *embrace* the curse or *resist* it.

Embracing the Curse. If a character embraces the curse, their alignment changes to that defined by their lycanthrope type, and they usually become an NPC under the DM’s control until the curse of lycanthropy is removed, and the character gains the appropriate traits listed in the *Player Characters as Lycanthropes* sidebar on page 207 of the **Monster Manual**.

Resisting the Curse. Characters who resist the curse may need to spend some time mastering their nature as a werebeast, depending on their level and how the DM chooses to handle it. In campaigns that use the optional feat rule, characters who have the *Controlled Lycanthropy* feat (introduced in this document) handle the curse as described in that feat. The DM may choose to allow a character to begin play with this feat, or may allow a character who is cursed with lycanthropy during play to acquire the feat normally, or even award it to them before their next opportunity to gain a feat. If the campaign does not use the optional feat rule, the DM may choose to use it as a guideline to handle lycanthropy afflicting a player character, or may simply use the rules in the *Player Characters as Lycanthropes* sidebar on page 207 of the **Monster Manual**. In any case, a character attempting to resist the curse who does not have the traits described in the

Controlled Lycanthropy feat, but who still seeks to resist the curse, handle it as follows:

- When it is not a night of the full moon, the character retains their statistics unchanged by the curse, and gains no traits, immunities, changes to speed or AC, actions, or shapechanging abilities from their lycanthrope type.
- On nights of the full moon, once the moon rises, the character gains all the speeds in nonhumanoid form, damage immunities, actions that don't involve equipment, and traits of their lycanthrope type.
- Once the character gains the lycanthrope traits from the rising of the full moon, they must roll a Wisdom saving throw at the beginning of each of their turns. The DC is equal to 8 + the character's own proficiency bonus + the character's own Constitution modifier, as their very body and instincts are rebelling against them. On a failed roll, they must use their action to polymorph themselves into either hybrid form or their animal form using the Shapechanger trait of their lycanthrope type.
- When the character uses their Shapechanger trait, they become an NPC under the control of the DM until the next sunrise, at which point they regain consciousness in their normal form and lose all traits, immunities, changes to speed or AC, actions, or shapechanging abilities from their lycanthrope type until the next night of the full moon.
- The character's actions during these episodes are dictated by the normal alignment of their lycanthrope type. Good-aligned creatures seek to avoid settlements or travelers and non-natural environments, seeking out wilderness environs. They may hunt the natural prey of their kind, but avoid attacking non-evil intelligent creatures. Evil creatures seek to murder as many intelligent creatures as possible, often killing their own family members and friends. They generally seek out places where such victims may be found. Neutral creatures seek remote areas and avoid contact with civilization, but might attack travelers or other folk abroad in the wilderness out of natural ferocity and hunger, not malice. In any case, the character remembers nothing about the entire episode unless they succeed at a Wisdom check (DC 15) on awaking, in which case they remember scattered images and the basic order of events, and become aware of their lycanthropic condition (if they weren't).

It is up to the DM to determine how much of this process they wish to roleplay or if circumstances allow for the character to simply travel to a remote location to pass the nights of the full moon. DM's who wish to handle it outside of play may use the new downtime activity, Enduring Lycanthropy, as described below.

NEW DOWNTIME ACTIVITY: ENDURING LYCANTHROPY

DMs who wish to handle a lycanthrope character's unwanted transformation as an occurrence between adventures rather than in play may allow the character to spend 3 days of downtime (for the three nights of the full moon). To determine the events of those three days, have the character roll a Wisdom saving throw (DC = 8 + the character's own proficiency bonus + the character's own Constitution modifier). If they succeed, then they end the downtime period by regaining consciousness in a remote place not far from where they began the first night of the full moon,

apparently unharmed and with some fragmented memories of hunting game in the nearby wilderness. If they fail, have them roll percentile dice, then consult the following table:

Enduring Lycanthropy Table

Percentile Dice Roll	Result
01-05	The curse has advanced. If you are good and the normal alignment for a lycanthrope of your type is evil, or if you are evil and a normal lycanthrope of your type is good, you become neutral. If you are neither good nor evil and your lycanthrope type's normal alignment is good or evil, you become good or evil to match that alignment. If this effect changes you from neutral to good or evil, you are now treated as embracing the curse, as described in this section.
06-25	You've made an enemy who knows you are a lycanthrope. This person, business, or organization now seeks your death. The DM determines the party that wishes to kill you. You decide how exactly you earned their ire while running wild in your lycanthropic form.
26-50	You are jailed for 2d6 days at the end of the downtime period on suspicion of violent crimes, until you manage to talk your way out of it. You can pay a fine of 125 gp to avoid jail time, or you can try to resist arrest.
51-75	You end the downtime period by regaining consciousness in a strange place with no memory of how you got there, and you have been robbed of 5d4x5 gp.
76-100	You end the downtime period by regaining consciousness in a remote place not far from where you began the first night of the full moon, but with a bloody wound you have no memory of. Roll a DC 15 Constitution save or subtract one Hit Die from your total at the beginning of your next adventure.

Werebeast Society

Natural lycanthropes often come from a family of werecreatures who have passed the "curse" down through the generations. They are usually careful to conceal their true nature from people they don't know very well, since there are many non-lycanthropes who believe that the only good lycanthrope is a dead one. Children of natural lycanthropes sometimes start to change form on the first full moon after their birth, but more often the change does not come until puberty.

Whether or not the curse passes to them, those born with werebeast blood in their ancestry may appear to be normal members of their race, or they may be born as shifters. (The *Lycanthropic Ancestry Table* included in this section gives a rough sense of how likely a given child of such heritage is to be born with various traits.)

Afflicted lycanthropes rarely have any kind of society or family to support them. Unless they are found by the lycanthrope who bestowed the curse on them in the first place, many afflicted lycanthropes never meet another of their own kind.

Lycanthropes age, become adults, and die just like anyone else of their humanoid race. Their animal forms ages proportionally with the humanoid forms. A young lycanthrope becomes a young animal. An elderly lycanthrope who can barely walk finds herself in the same situation as an animal.

Again, lythari are the exception. Lythari are almost always friends with each other to begin with. They often run in a pack together, and are usually revered by other elves as creatures of powerful magic.

Legends of the Lycanthropes

Many tales attempt to explain the origins of werebeasts. Lycanthropy appears to have been a plague on Faerûn since its earliest days. Some say that Malar, the Beastlord, created the first lycanthropes from barbaric human tribes thousands of years ago in order to infuse the race with the feral cunning and strength of the predatory animals they admired. Others believe that lycanthropy was a gift of the goddess Selûne to human children orphaned in the dangerous wilds, a blessing to help them survive. From these ancient humans, old lycanthropic bloodlines have descended through the ages, few in number but scattered through all the wilderness of Faerûn.

Creation Mythology

According to shamans and lorekeepers among the true lycanthropes themselves, the first of their kind were savage barbarians who honored the primal spirits of nature in different aspects—wolf, raven, bear, rat, and others. Their devotion gave their mystics strange powers: the ability to change shape and adopt the totems they venerated. The more they surrendered themselves to their totems, the greater the spirits' hold over them became, until the invaders showed up.

Stories disagree about who these invaders were. They might have been settlers from an ancient empire, rampaging orcs, an undead army, or something else. What is known is that the initial forays by these invaders were disastrous to the savage people. As the dead mounted, the

shamans beseeched their totem spirits for aid. The people's plight moved the spirits. The totems stirred from the spirit world and touched all who served them, awakening in them a beast. Although they remained more or less human, they could shed their human forms to become beasts to escape their foes or rend them with tooth and claw. With these powerful gifts, the clans threw back the invaders and secured their lands.

What they came to realize was that the totem spirits' gifts changed them forever, and they had become children of the spirit world—a people forever after bound to the beast. Differences between the clans drove them apart, and they spread across the world, each contending with their new natures in their own ways. The wolf clan became ferocious and warlike, while the rat clan infested civilization. Of them all, only the werebears reconciled their divided natures and used their power to preserve the wilderness and safeguard from the enemies without, yet they were too few and too scattered to unify the clans once more. And thus the skinchangers were born. They have defended nature's boundaries, but troubled the wider world, ever since.

The Curse of the Moon

Another ancient legend claims to explain the relationship between lycanthropes and the moon. It tells a tale of the goddess of the moon. It is most often told among elves, who name this goddess as Sehanine Moonbow. In other versions, she is named as Selûne. In all versions of the tale, this moon goddess tried to aid the conflicted werecreatures and protect the world by charging them with a sacred duty: to protect the world from all threats and preserve it for future generations.

For a time, they performed this duty loyally, and enjoyed their goddess's special attention, yet war in the heavens

Lycanthropic Ancestry Table

(Roll percentile and modify as described below to determine a creature's chance of being born a lycanthrope or shifter)

	Percentile roll to be born a lycanthrope (after modifiers)	Percentile roll to be born a shifter (after modifiers)	Percentile roll to be born a normal member of the parents' race (after modifiers)
Both parents are afflicted lycanthropes OR One parent is a natural lycanthrope	1-95	96-99	100
One parent is an afflicted lycanthrope OR One grandparent is a natural lycanthrope	1-45	46-55	56-100
One or more grandparents is an afflicted lycanthrope	1-10	11-45	46 or higher
One great-grandparent or more distant ancestor is a lycanthrope of any kind*	10 or less*	11-45*	46 or higher*

***=Special modifier for the last row of the table only.** After the percentile number is rolled, add 5 to the number rolled for every generation the creature being rolled for is away from their last lycanthrope ancestor before consulting the table.

Modifiers

Shifter Parents. If at least one parent is a shifter, after the percentile number is rolled, subtract 10 from the number rolled for each parent who is a shifter. If a lycanthrope results from such a union, they are born a shifter but also have the curse of lycanthropy, though the curse is not revealed until adolescence.

Special Natural Rolls. If an 01, 99, or 100 is rolled before modifiers, ignore the modifiers and table, and determine results as follows:

- **If a natural "01" is rolled on the dice:** The creature is a lycanthrope, though they appear to be a normal member of their race until the curse reveals itself during adolescence.
- **If a natural "99" is rolled on the dice:** The creature is a shifter, though they appear to be a normal member of their race until they develop shifter traits during adolescence.
- **If a natural "100" (or "00") is rolled on the dice:** The creature is a normal member of their race, but bears a unique crescent-shaped birthmark and a natural gift for sorcery.

drew her eye from the world. She and the other gods needed to safeguard their dominion and their children from a chaotic host of enemies, seeking to undo the very creation of the world. The werebeasts made good on their ancient vows and fought against the invader as they had been taught. Yet the longer the war raged, the moon goddess drifted, and many werecreatures began to believe she had abandoned them altogether. As the lycanthropes' losses in this ongoing war increased, they became fractious, savage, and desperate.

In this dark time, a werewolf champion emerged to lead his people in a desperate gambit. Some tales name him as Fenris, while others claim he was secretly an incarnation of the primordial entity Kezef the Chaos Hound. In any case, this champion convinced his clan they could end their goddess's absence via a deceptive gambit, secretly stealing her greatest prize, and then heroically returning it to her as a great gift to bring her back among them once more. And so the werewolf champion and his fellows climbed the highest mountain, and from the peak they leaped from cloud to cloud until they could reach the largest jewel in the heavens: the silvery moon that had so long entranced them.

They plucked the moon from the night sky and returned to the moot where the other werebeasts awaited. All was dark, the moon gone, and many feared they had angered the other gods. Yet they were pleased with their prize, knowing their goddess would be with them soon. They succeeded in regaining her attention, but not in the manner they wished.

For three days, the moon vanished, and the goddess who set it there grew angry. She finally left the heavenly war behind and descended to the earth to find her missing treasure, searching mountain and forest, hill and field, and yet found nothing. As the sun set on the fourth day, she turned to the children of the forests and asked who had taken the moon. None would speak except for one man—a simple farmer—and he revealed the theft.

The goddess swept into the werecreatures' camp like a storm. She slew the werewolves' champion, and his blood stained the silver crimson. Before she withdrew to replace the sphere in its proper place, she laid a curse against them. "That which you sought, you will never have. That which you will never have will ever be your master. When the moonlight shines, may your true natures be revealed."

This curse had several consequences. First, werecreatures have been tied to the lunar cycles and feel their bestial natures become stronger and harder to control when the moon is full in the sky. Second, lycanthropes cannot abide silver's touch since the pure metal has powerful symbolic and supernatural connections to the moon. Third, and finally, the werebeasts loathe humanity because a human man revealed their theft. This loathing has evolved into a terrible hunger for human flesh and blood.

However, the tales also state that the goddess of the moon has not abandoned her chosen protectors entirely. Those who resist the savagery in their blood and do not prey upon civilized people, honoring their ancient charge to protect the natural places of the earth, remain her children. To this day, both Selûne and Sehanine are known as the patron goddesses of good lycanthropes.



Werebadgers

Werebadgers are rage-filled loners who live in deep caves on the fringes of societies. They are almost always dwarves. Even more so than other lycanthropes, they struggle with their overwhelming rage. Usually encountered in the Underdark, or sometimes on the outskirts of above-ground dwarf communities, they can transform into giant badgers or dwarf-badger hybrids. In humanoid form, they appear to be normal members of their race, marked only by a silver stripe in their hair or beards (which, it should be noted, is not an uncommon feature among non-lycanthropic dwarves).

In hybrid form, werebadgers stand upright but have the features of a badger: thick fur, enormous claws, and a badger's head. In beast form, the werebadger simply appears to be a giant badger. Transforming into this shape rips apart any clothing the creature wears. The werebadger's claws are so large that they making a clacking noise against each other when not flexed or clenched.

Werebadgers either lair in solitary places underground, or dwell on the fringes of dwarven communities, above or below ground. They almost never form communities of their own, and are only on rare occasions found with a mate or young. Thus, shifters and lycanthropic kinfolk of werebadger lineage are relatively rare.

NEW MONSTER: WEREBADGER

Medium humanoid (dwarf, shapechanger), chaotic evil

Armor Class 10

Hit Points 135 (16d8 + 64)

Speed 25 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	11(+0)	19(+4)	10(+0)	12(+1)	8(−1)

Skills Perception +5, Stealth +2

Damage Resistances poison

Damage immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses darkvision 60 ft., passive Perception 15

Languages Common, Dwarvish (can't speak in giant badger form)

Challenge 5 (1,800 XP)

Shapechanger. The werebadger can use its action to polymorph into a giant badger, a giant badger-dwarf hybrid, or back into its true form, which is a dwarf. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Dwarven Resilience. The werebadger has advantage on saving throws against poison.

Keen Smell. The werebadger has advantage on Wisdom (Perception) checks that rely on smell.

Werebadger Berserk. At the beginning of its turn, if the werebadger has taken damage since the start of its last turn, it makes a DC 14 Wisdom saving throw. If it has half its hit points or fewer, it makes this save with disadvantage. If it fails, the werebadger goes berserk. On each of its turns while berserk, the werebadger attacks the nearest creature it can see. While berserk, the werebadger can use a bonus action to move up to its speed toward a hostile creature that it can see. If no creature is near enough to move to and attack, the werebadger attacks an object, with preference for an object smaller than itself. The werebadger remains berserk until it is incapacitated or regains all its hit points.

Actions

Multiattack. The werebadger makes two attacks with its claws or warhammer. If it is berserk, it also makes a bite attack.

Bite (Giant Badger or Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. If the target is a humanoid, it must succeed on a Constitution saving throw (DC 14, or 19 if the werebadger is berserk) or be cursed with werebadger lycanthropy. Members of non-dwarf races that are not native to deep underground tunnels or the Underdark (such as humans, halflings, or most elf subraces) have advantage on the saving throw against the curse. Dwarves of any kind have disadvantage on their saving throw.

Claw (Giant Badger or Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Warhammer (Dwarf or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft, one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands.

Roleplaying a Werebadger

Werebadgers lead an accursed existence. They are never far from the berserker-like frenzy which drives them in battle, during which they froth at the mouth and never break off attacking until they're dead or their opponents are. Unlike many other lycanthropes, the werebadger has claws that are more fearsome than their bite, but only the bite can transmit the curse of lycanthropy—an effect which is far more potent when they rage. For this reason, werebadgers work strenuously to avoid entering their frenzy state, as they have no desire to infect others with their curse. This is also the reason why they fight with weapons more often than other lycanthropes, but seek out magical ones, as regular weapons are usually less powerful than their claws.

Even in their humanoid form, their mad fury broods just beneath the surface, making it difficult for them to participate in society. Most miss their previous existences bitterly, and this sense of being cheated out of their old lives creates a vicious circle, exacerbating their anger and further pushing them out of their former communities.

Those who still wish to live among others choose professions that allow them to be alone or excuse bursts of violent anger. For example, many become scouts or skirmishers in dwarf armies. Werebadgers dislike physical labor as a rule, as it tends to involve frustrations that trigger their rage. They are especially reluctant to work stone or metal, which requires a patience they no longer possess.

Werebadgers dislike other forms of lycanthropes, but do not hate them. Those that avoid dwarf society tend to be loners, living in caves and tunnels, preying upon the unsuspecting, but if a werebadger encounters another werecreature, it fights only to defend its territory.

Werebadgers age more quickly than dwarves. If allowed to die of natural causes—a rarity for the species—they can live to be 80 or 90 years old. Dwarves or other long lived races that are infected with this form of lycanthropy have the remainder of their life spans halved. A prematurely old dwarf or gnome is sometimes suspected of being a lycanthrope, especially if they show no interest in hand-crafts or have a silver streak in their hair or beard.

Werebadger Characters

Unlike werewolves and many other lycanthropes, werebadgers' rage is not driven by a craving for humanoid flesh or any other desire. In fact, it isn't driven by anything at all. It is simply the essence of rage itself, an all-consuming enhancement the common animal instinct for fight or flight, with the option for flight removed. This makes it impossible for them to live as a part of peaceful society, so adventuring alongside others accustomed to violence and mayhem is one of the few ways they can have companions of any kind.

The barbarian class is an obvious calling for those so animated by rage, especially the berserker primal path, but werebadger berserkers need to be wary of letting their rage overpower their reason permanently as they try to channel it strategically. They also do well as fighters or rangers who consider the Underdark their home terrain. Dwarf clerics of Moridin or other dwarf gods who are afflicted with this

form of lycanthropy are particularly pitiable, as they can never again live as a part of the community they felt the calling to serve.

Some werebadgers find their transformation gives them a connection to chaos magic, conferring aptitude to become sorcerers with the wild magic sorcerous origin. Others find themselves living even closer to the edge of madness because the curse opens their mystical senses, causing them to hear the constant chatter of primal spirits; for these werebadgers, the druid class is a means of managing these voices and preserving some measure of sanity.

Werebears

Werebears are powerful lycanthropes with the ability to temper their monstrous natures and reject their violent impulses. In humanoid form, they are large, muscular, and covered in hair matching the color of their ursine form's fur. A werebear is a loner by nature, fearing what might happen to innocent creatures around it when its bestial nature takes over.

When a werebear transforms, it grows to enormous size, lashing out with weapons or claws. It fights with the ferocity of a bear, though even in its bestial forms, it avoids biting so as to not pass on its curse. Typically, a werebear passes on its lycanthropy only to chosen companions or apprentices, spending the time that follows helping the new lycanthrope accept the curse in order to control it. Though most werebears are of good alignment, some are every bit as evil as other lycanthropes.

Of all lycanthropes, werebears have also most devotedly maintained their ancient position as nature's protectors, and they generally lack the evil bent so common to other lycanthropes. Solitary creatures, werebears act as wardens over their territory, protecting flora and fauna alike from humanoid or monstrous intrusion. Tribes of werebear kinfolk, including shifters, may dwell in the same region and have some contact, but they do not live together.

Roleplaying a Werebear

The wilderness holds dangers aplenty for the unwary and unprepared. Savage humanoids gather in fell places to launch raids against caravans and homestead alike. Twisted monsters lurk in the shadows and deep caves. Old ruins harbor the spirits of old kings and warriors turned to evil. As dangerous as these realms can be, certain folk take it upon themselves to protect the world and innocents from these threats. From the fearless ranger who prowls the old paths to the druid who secures founts of primal magic from exploitation and ruin, such guardians fight on the front lines against the spreading darkness. Yet they do not fight alone. The legendary werebears emerge from their isolation to fight at their sides and uphold the ancient charge placed upon them by nature's divine protector.

Legends among werebear claim that as the moon goddess's curse spread through the werebeast clans, she took care to reach out from her heavenly realm and shelter the bear clan. They had ever been among her most devout servants and took no part in the misguided effort to steal the moon from the sky. In exchange, she commanded them

and all their descendants to protect the world against their fellows' wickedness, to secure the wilderness against the despoiler and destroyer, and, above all, to keep alive the old ways of the world's magic.

Although many werebears descend from the bear clan, others come by their lycanthropic natures in different ways. Rangers, paladins of the Oath of the Ancients, and others might receive the gift of lycanthropy after performing a great service for the druids or for a nature spirit. Moon deities such as Selune sometimes reward favored priests with the ability to transform into bears after a demonstration of uncommon devotion.

Regardless of the transformation's cause, werebears do not remain in civilized areas. They live alone in unspoiled forests and mountains. They construct crude shelters or settle in caves. And the lands and all the creatures living there for miles around fall under their protection.

Werebears tend their lands and watch over their charges to ensure the natural processes are left undisturbed. Should anything or anyone threaten the lands they guard, the werebears respond with deadly force and lead the people and the beasts to destroy their intruder, fighting until no threat remains.

Even though many werebears remain in their chosen lands, some do not settle in one place for long. They come to see the entire world as their responsibility. These werebears are the ones most likely to become adventurers, and they crusade against evil in all its forms. They take up with like-minded adventurers, preferring the company of individuals also connected to the spirit world.

Werebear Characters

Werebears dwell in the wilderness where they can fulfill the sacred duty that their goddess or the primal spirits gave them. They are protectors and champions who roam the world, working to preserve nature as it was intended and to safeguard it from those villains who would exploit or despoil it. To better meet their obligations, werebears choose classes that help them not only navigate the wilderness but also draw from its magic.

For these reasons, many werebears become paladins of the Oath of the Ancients, finding in that path the powers and capabilities needed to make good on their ancient promise. Less-rooted werebears might instead become rangers of the Hunter or Moonstalker archetype, since that class favors those who take the fight to evil rather than guard against it.

Although werebears consider the world's safety a chief concern, it is not the only one. Many realize much damage has already been done to the world, either from dark magic, alien invasion, or even civilization's steady expansion. Rather than just holding what they can, these werebears seek to repair the damage done and secure it for the future. Those with primal inclinations favor the druid class, while werebears with strong divine connections lean toward the cleric class and usually worship Selune or the elven goddess Sehanine Moonbow, or sometimes Silvanus or another benevolent nature deity.

Wereboars

Wereboars are ill-tempered and vulgar brutes. As humanoids, they are stocky and muscular, with short, stiff hair. Despite bristling with hair, males cannot usually grow full beards. In their humanoid and hybrid forms, they use heavy weapons, while in hybrid or animal form, they gain a devastating goring attack through which their curse is spread. A wereboar infects other creatures indiscriminately, relishing the fact that the more its victims resist the curse, the more savage and bestial they become.

Wereboars live in small family groups with shifters and kinfolk in remote forest areas, building ramshackle huts or dwelling in caves. They are suspicious of strangers, but sometimes ally themselves with orcs.

Roleplaying a Wereboar

Stories told among lycanthropes say that at the beginning of time, one of the gods—Silvanus in most tales—charged the wereboars with rooting out corruption, disease, poison, parasites, and filth that would infect the gods' creations. They would purify tainted places and lead other lycanthropes on crusades against remote places of hidden foulness. Over time, their desire for purity and attraction to that which festers in the shadows alienated them from other werebeasts, as well as most other races.

Today, everyone else avoids them, they avoid everyone else, and no one in the Realms seems to mind that arrangement. Irascibly hot-tempered and stubborn, wereboars tend to be violently opposed to spending time around anyone except their own kin, including shifters and other wereboars. A group of such kin is called a *sounder*.

These lycanthropes dislike change, and they will live in the most remote places they can find just to avoid the interference of civilized races. Their fierce rage can be triggered in an instant, leading them to violent actions without much thought, but other decisions tend to be slow and deliberate. Changing a wereboar's mind about anything is proverbially difficult, and they never let go of a grudge.

Despite their cruel nature and instant aggression towards outsiders, in their own private places, wereboars can be surprisingly passionate in their love and care for their own kin. Leaders of a sounder take great steps to avoid taking any dramatic action without the assent of the group, probing those around them for their impressions about any possible change without too much talking. Even among other lycanthropes, who are all deeply territorial, wereboars are notable for their intense emotional ties to the lands they claim as their own. In most cases, they would sooner die than leave their sounder's home, digging in when confronted with invasion and raging against trespassers until they triumph or are utterly destroyed.

Most wereboar sounders include a mix of shifters, humans, orcs, and half-orcs. Their customs combine those of orcs and human barbarian tribes to varying degrees, with some tribes engaging in raids against civilized settlements regularly, and others keeping entirely to themselves and seeking to keep any other intelligent creatures from even knowing they exist. Wereboar beliefs usually don't differentiate between the pantheons of humans and orcs,

and in their myths Malar, Gruumsh, animal totem spirits, Silvanus, Ilneval, Luthic, Selûne, and Baghtru are often depicted as all being part of one large family group.

When a sounder becomes overpopulated, a different instinct kicks in. Younger wereboars become even more ill-tempered and combative, impossible to live with, and they soon either depart their home on their own or are driven out. Sometimes they leave in packs, but mostly each sets out on their own, searching out new territories where they can start their own tribes or clans. In the early days, a thriving new community of wereboars will attract other castoffs or loners of their kind in short order.

When a lone wereboar settles some place new, their first priority is making it secure and defensible, but their second is gathering others to dwell there. Sometimes this means building a group of outlaws or raiders, but more often they simply seek to start their own families. Many legends tell of wereboars carrying off young men and women from nearby settlements to help populate their homes. In other cases, wereboars are superstitious about who they add to their clans, taking in wanderers and outcasts and relying on fate to bring along new members of their communities with certain intangible qualities they believe they need.

Wereboar Characters

Since wereboars living on their own instinctively seek new communities to belong to, and civilized settlements seldom suit them, mercenary companies and adventuring groups are natural homes for them. Their natural instincts and gifts make them formidable warriors, and they find easy camaraderie among those with greedy or violent instincts.

The vocations of barbarian and fighter are obviously suited to a wereboar, with their great strength, gift for violence, and ability to take a beating without much complaint. Those who become rogues tend to be thugs or legbreakers rather than skilled thieves. Wereboars' instincts for hunting and wilderness survival also make them natural rangers. Like most other lycanthropes, they revere primal spirits, and the most spiritual among them become druids.

Wererats

Wererats are cunning lycanthropes with sly, avaricious personalities. They are wiry and twitchy in humanoid form, with thin hair and darting eyes. In their humanoid and hybrid forms, wererats prefer light weapons and use ambush tactics rather than fighting as a pack. Although a wererat can deliver a nasty bite in its rat form, it favors that form for stealthy infiltration and escape rather than combat.

A wererat clan operates much like a thieves' guild, with wererats transmitting their curse only to creatures they want to induct into the clan. Wererats that are accidentally cursed or break loose from the clan's control are quickly hunted down and killed.

Clans of wererats and their kin are found throughout urban civilization, often dwelling in cellars and catacombs. These creatures are common in the sewers beneath major cities, viewing those subterranean areas as their hunting

grounds. Rats and giant rats are commonly found living among wererats, alongside shifters and their other kin.

Roleplaying a Wererat

They carry plague. They live in squalor and filth. They eat whatever they can, fouling foodstuffs and other supplies with their leavings. And they breed at an alarming rate. For these reasons, most folk consider rats vermin and it's no surprise that rat catchers patrol almost every city, venturing into the sewers and exploring the docks with dog and club to control the rat population. Whispers circulate among those who do this thankless job about the big rats that can break a ratter's neck with a single bite. And then some tell stories that no one dares believe: tales of rats who walk upright as humans.

Wererats find no more welcome among other skinchangers than they do in civilization. Deemed the lowest form of werecreature, they have few opportunities to interact with other clans. Instead, they keep to their own kind and live with the rats whose warrens they share. More than any other lycanthrope, wererats live among human populations, hiding in plain sight and learning the secret ways in and out of the city to move about unseen when hunting. They claim the sewers, the abandoned buildings, and the slums, where witnesses are rare and reports about their activities go unheard. They are scavengers, picking through civilization's leavings and spreading their disease wherever they can. A particularly large community of wererats and their kin dwell beneath Luskan, ruling the sewers there like a dark underground kingdom.

Despite the hostility toward wererats coming from all fronts, they not only survive, but also thrive. Wererats might be hated, yet they exist in the largest numbers. They might be rejected, yet they operate in extensive communities so that they do not need assistance or aid from other werebeasts. And although they might lack the ferocity or durability enjoyed by rivals, their swarms can overwhelm even the toughest werewolf.

Since wererats live among humans, they have the best opportunities to pursue an adventurer's calling. Rarely, a wererat might change his or her views regarding humans and make efforts at restitution for past crimes, if not directly to improve the community, then indirectly to fight for other communities. Many wererats owe their natures to a chance encounter with another wererat or plague-bearing dire rat. Once the disease runs its course, the individual is uprooted and searching for a new future as a shapechanger.

Wererat Characters

Wererats require large host populations to sustain their warrens. For this reason, wererats populate cities, living within or below them where they can steal what they need to survive and carry out various mischievous plans. Most wererat adventurers take much from the experience inherent in living secretly amid others and apply what they've learned toward their adventuring careers.

As one might expect, wererat rogues are common, and they tend to favor the thief archetype, though a fair number go further and become assassins. Some wererats could instead focus on survival skills and become rangers to

better defend themselves against attack. Also, since most wererats survive by stealing, they sometimes come upon magical lore, and the most cunning among them can learn to decipher the strange writing to become powerful arcane tricksters, warlocks, or wizards.

Wereravens

Wereravens are secretive and extraordinarily cautious lycanthropes that trust one another but are wary of just about everyone else. Although skilled at blending into society, they keep mostly to themselves, respect local laws, and strive to do good when possible. Wereravens in their raven form can still speak, albeit in a harsh and croaking fashion.

In their human and hybrid forms, wereravens favor light weapons. They are reluctant to make bite attacks in raven form for fear of spreading their curse to those who don't deserve it or who would abuse it. Afflicting someone with wereraven lycanthropy is generally a deliberate act, given to a humanoid as a gift. Avoiding large settlements, they survive by keeping their good deeds clandestine and passing warnings to others they trust when necessary.

Wereravens are reluctant warriors, but fierce in combat. Strong fliers, in raven or hybrid form they will peck and claw at the eyes of their enemies and attempt to blind them. Changing to humanoid form, they then use whatever weapon is at hand to kill their blinded enemies quickly or, if possible, send them away.

Wereravens refer to their tightly knit groups as *kindnesses*. A kindness of wereravens usually numbers between seven and twelve individuals. Small communities of non-lycanthrope kin, including shifters, tend to gather around a kindness, dwelling near them and aiding their purposes but also respecting their privacy. Not surprisingly, wereravens get along well with ravens and often hide in plain sight among them.

Roleplaying a Wereraven

Featured in only a few tales, wereravens were seldom heard of in the Realms until recently. Rumors say a kindness of ravens emerged from the strange mists that for a time settled around the Quivering Forest near the Moonsea city of Phlan. One Harper bard claimed to have had contact with them. He said they were here pursuing an ancient evil that had been freed from a place called the Amber Temple in their distant homeland.

In Faerûn, wereravens in humanoid form often dress in garb reminiscent of the Gurs, the nomadic people of the highway who travel throughout the Western Heartlands. They also often share that people's very personal worship of Selûne. Their humanoid forms always have sleek black hair, occasionally with a bit of silver.

Wereravens like to collect shiny trinkets and precious baubles. They are fond of sharing their wealth with those in need and, in their humanoid forms, modestly give money to charity. They take steps to keep magic items out of evil hands by stashing them in secret hiding places.

A kindness of wereravens tends to center around a tree. Wilder groups make their homes at the heart of a dense

forest, where they will live in the hollowed-out body of a great tree. Entrance to such a lair is intentionally possible only from above. Curiously, the wereravens are able to keep the tree in which they nest from dying even after they have hollowed it out, so it is difficult to distinguish from the normal trees around it.

More civilized wereravens tend to live in isolated villages, and they never make their homes far from a forested area. They surreptitiously fight off threats to the settlement in which they dwell, such as raiding orcs or kobolds, but take care to do so secretly. They also find ways to warn their neighbors of danger, but always subtly, to avoid attracting attention.

Family businesses that require lots of space and can thrive in relative isolation, such as farms, breweries, or vineyards, are often used as covers for a kindness. They retain their secrets by excelling as spies, saboteurs, and scouts. They also have a long tradition of using rumors and gossip as weapons, causing problems for those too curious about their true natures and deflecting attention elsewhere as necessary.

Wereraven Characters

Wereravens who become adventurers tend to be those who tire of doing good in small ways from the shadows, and want to make a larger difference. The leaders of a kindness do everything they can to discourage these would-be heroes from such a path, but if they cannot sway them, they will send them forth into the world before they endanger the whole group.

Of all lycanthropes, wereravens may be the most likely to become spellcasters. Their natural cunning and strong wills serve them well as bards, druids, sorcerers, warlocks, or wizards. Selûne is the most popular deity for wereraven clerics, but those who do not worship her often have obscure and ancient religious beliefs passed down through their families, beliefs they strive to preserve. Many also become rogues, often mixing their skill at moving unnoticed with their magical talents to become arcane tricksters.

Weretigers

Weretigers are ferocious hunters and warriors with a haughty and fastidious nature. Lithe and sleekly muscular in humanoid form, they are taller than average and meticulously groomed. Weretigers grow to enormous size in animal and hybrid form, but they fight in their more refined humanoid form when they can. They don't like to pass on their curse, because every new weretiger means competition for territory and prey.

Weretigers live in jungles on the fringes of humanoid civilization, traveling to isolated settlements to trade or

reveal. They live and hunt alone or in small family groups with shifters, but generally dwell separately from their less bestial kin, except in situations where they act directly as rulers over them.

Roleplaying a Weretiger

In the Realms, weretigers are most common in the eastern lands of Kara-Tur, in the jungles of Chult, or far south in the Shining Lands. However, with many weretigers dwelling among the peoples of Shou Lung, they have spread across Faerûn with the Shou people, and most Shou Towns in the Western Heartlands have legends of weretigers or their kin dwelling on the edge of their communities.

Unlike other lycanthropes, weretigers are not likely to be evil, nor are they likely to be good. Mostly, they are focused on themselves and their own success. Tending towards egocentrism, they often have a natural magnetism and talent for manipulating others. Individuals have differing views on the civilized races, with some seeing them as largely irrelevant, while others view them as opportunities for self-aggrandizement, with a range of other perspectives in between. They look on shifters favorably, enjoying their presence and seeing them as lesser (and therefore less threatening) versions of themselves. Passionate and regal, they enjoy company, especially the rarefied companionship of sages and emperors, yet they also tend to be territorial, especially if they spend too much time around other lycanthropes.



Weretigers often see themselves as aristocratic warriors with an obligation to dominate, rule, or even protect, those around them. Those most devoted to this notion believe they are defenders of the border between nature and civilization, with a responsibility to guide and protect those they consider lesser beings (which is just about everyone). Some become warriors in pursuit of this calling, while others do so with the aid of primal spirits.

The less idealistic view humans and the like as amusing or even beloved pets, while others enslave them or herd them like cattle, or simply reign over them as majestic kings and queens— whether their rule is beneficent or tyrannical. In any case, no matter how many trappings of wealth, nobility, and power a weretiger assumes, the instincts of a killer brood just beneath the surface.

Weretigers who pass on their curse tend to do so strategically as a means of amassing territory. When seeking to take over a human settlement, they locate one or two well-placed but unambitious functionaries whose services will be useful, and infect them with a weretiger's bite. Once the conquest is complete, they banish such servants or kill them outright, unless they are assured of their complete loyalty.

If weretigers have a weakness, it is in their tendency to underestimate other beings while remaining certain of their own infallibility. They also have a love of secrets, and are driven to discover what others strive to keep hidden, while enjoying the game of protecting their own secrets from the curious. They enjoy learning difficult martial arts, obscure philosophies, or subtle traditions of magic. They can become consumed with the pursuit and preservation of such knowledge, making their territories isolated hermitages where only they and their handpicked followers are privy to what they know.

Weretiger Characters

Whether born to lycanthropy or cursed to advance the goals of the one who made them, eventually every weretiger seeks a territory of his own. Not all feel a need to rule directly over other creatures, but each craves some form of dominance or greatness, and a place of their own in the world. Some fill this need by becoming feared crime lords, hired killers, or even gladiators without peer, taking joy in crushing any rival who emerges. Others simply wander, gathering a pack of agreeable companions around themselves and mastering their own destinies until they find the perfect hunting grounds in which to thrive.

The life of an adventurer is common among weretigers living in Faerûn, which they consider open territory. Their natural ferocity suits them well for life as fighter, but they also thrive as rogues, taking on the mastermind archetype if they seek to build a criminal empire or becoming assassins if they work as killers for hire. Many weretigers are rangers, traveling widely in search of their own dens and then learning their protectorates perfectly in order to better patrol them, and mastering the lore of the primal spirits around them often leads them to become druids as well. Those who pursue more arcane secrets may become bards, wizards, warlocks, or eldritch knights.

Werewolves

A werewolf is a savage predator. In its humanoid form, a werewolf has heightened senses, a fiery temper, and a tendency to eat rare meat. Its wolf form is a fearsome predator, but its hybrid form is more terrifying by far—a furred and well-muscled humanoid body topped by a ravening wolf's head. A werewolf can wield weapons in hybrid form, though it prefers to tear foes apart with its powerful claws and bite.

Most werewolves flee civilized lands not long after becoming afflicted. Those that reject the curse fear what will happen if they remain among their friends and family. Those that embrace the curse fear discovery and the consequences of their murderous acts. In the wild, werewolves form packs that not only include shifters and weretouched kin, but also wolves and dire wolves.

Roleplaying a Werewolf

When people think of lycanthropy, they think of werewolves. No other lycanthrope evokes the same fear, even if other lycanthropes might be stronger and more dangerous. Life on the frontiers puts settlers in contact with wolves and, having watched livestock vanish and having fended off attacks against ravenous wolves, the fears seem justified, even though most wolves avoid mankind when they can, ranging across the countryside in packs.

Unlike most wolves, werewolves hunt humans. They and the wolves they enslave are aggressive, vicious, and unrelenting in their attacks. Werewolf packs are dangerous, since they can scout out the landscape by day in human form and launch attacks by night. They might be fearless in battle, but they avoid the cities where they face discovery and death. Instead, they keep to the wilderness, where their attacks might go unnoticed.

As with all lycanthropes, being a werewolf is no guarantee of evil. The hunger remains, but a strong will can control it. It is always a struggle, though. Of all werebeasts, werewolves show the most signs of their curse in their humanoid forms, both mentally and physically. They must always fight to keep the beast in check, and sometimes even the best efforts are not enough. Werewolves seeking redemption for or escape from their natures favor the adventurer's life since it carries them away from innocents and lets them vent their fury on more deserving foes.

Werewolf Characters

Of all lycanthropes, werewolves have the most intense cravings for human blood, and this hunger urges them toward rash and violent action. For this reason werewolves pursue classes that put them on the battle's front lines where they can rip and tear through their opponents. Most werewolves become barbarians or fighters. Werewolves attuned to nature also find success as rangers.

According to some of their legends, werewolves and their descendants born under darker phases of the moon bear natural magical gifts, and have the potential to become great sorcerers. Unlike other lycanthropes, however, werewolves seem to have little interest in primal spirits and thus do not often become druids.

NEW MONSTER: WERESERPENT

Very little is known of the sinister wereserpents, reptilian lycanthropes that can take on a humanlike form or transform into an oversized snake. Their hybrid form is a bipedal, scaled humanoid with slender, flexible limbs and a long tail. A wereserpent forced into battle prefers its hybrid form, which allows it to use the broadest range of its powers. It bites a dangerous opponent to inject its poison, then grabs that foe with its tail as soon as possible. It continues to constrict that creature while fighting others if it must.

Like wererats, who secretly live in great numbers in many large cities, wereserpents are often integrated into an unknowing society. They're common in or near yuan-ti enclaves, especially in the tropics. Most wereserpents are strangely attractive, easily drawing others to them. As such, they're often part of merchant or criminal interests, or both. For example, in Tethyr, the Janor family, a noble house, contains a number of wereserpents. Though rumors persist, they keep this knowledge secret and maintain their wealth by investing in businesses, legal and illicit, up and down the Sword Coast.

Serpentine humanoids in general are quick to ally with one another. Wereserpents are found in the company of nagas and yuan-ti, and can easily manipulate nonreptilian beings into serving them as well. Wereserpents might be found among all sorts of creatures. They attract and are attracted to snakes, and often keep serpentine beasts as pets. Yuan-ti and other powerful reptilian creatures, such as the ancient sarrukh race of Okoth, often have wereserpents in their service. Yuan-ti and sarrukh still have the knowledge of changing humans and similar humanoids into wereserpents without the bite of a lycanthrope.



New Monster: Wereserpent

Medium humanoid (human, shapechanger), lawful evil

Armor Class 13 in humanoid form, 14 (natural armor) in constrictor snake or hybrid form

Hit Points 150 (20d8 + 60)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	17(+3)	16(+3)	13(+1)	10(+0)	14(+2)

Skills Deception +5, Perception +3, Stealth +6

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Condition Immunities poisoned

Senses blindsight 10 ft., passive Perception 14

Languages Common, Draconic

Challenge 6 (2,300 XP)

Shapechanger. The wereserpent can use its action to polymorph into a constrictor snake, a snake-humanoid hybrid, or back into its true form, which is a humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Multiattack. The wereserpent makes three attacks, but can only use its bite and constrict attacks once each.

Bite (Giant Serpent or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage and the target must make a DC 14 Constitution saving throw, taking 11 (2d10) poison damage on a failure or half as much on a success. If the target is a humanoid, it takes no poison damage on a failed save, but is cursed with wereserpent lycanthropy instead.

Claw (Giant Serpent or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Constrict (Giant Serpent or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* 11 (2d6 + 4) bludgeoning damage and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the wereserpent cannot constrict another target.

Scimitar (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Chapter 4: New Class Archetypes

New Barbarian Primal Path

Path of the Flamewarden

WEREBOARS IN THE FLOODED FOREST? GOOD, I LOVE KILLING THOSE.

-- TRELL BANNON OF THE FENS

Many barbarians consider the introduction of lycanthropy into their tribe to be a blessing that will grant them strength and victory in battle. You are not one of them. You know the curse of lycanthropy for the corruption it is, and you have channeled your barbaric fury into scourging the taint of werebeasts and other evils from lands under your protection.

Calling upon ancient ties to elemental spirits, you infuse your body with a fiery primal radiance. Known as *flamecunning*, this power that enhances your bouts of rage and wreathes your attacks in purifying flame. As you grow in power, the flamecunning fills and consumes you, keeping your flesh free of lycanthropy and other diseases, while inspiring your allies to greater prodigies of valor. Eventually, this flame burns so bright that your mere presence becomes a source of burning agony for those who oppose you.

Flamecunning Strike

At 3rd level, as a bonus action, you can choose one creature you can see within 30 feet of you. Until the end of this turn, your attacks against that creature ignore its damage resistances, and if you are raging, the next time you hit it on this turn, it takes an additional 2d6 fire damage.

Living Crucible

At 6th level, the primal fire in your soul protects your body and burns away the taint of evil. You gain resistance to fire damage and have advantage on saving throws against diseases (including magical ones such as lycanthropy). When raging, you automatically succeed on saving throws against contracting lycanthropy.

Hunter's Cry

At 10th level, the purifying flames within you can inflame the hearts of your allies. As an action, you unleash a howling battle cry. Until the end of your next turn, every ally within 60 feet of you gains advantage on attack rolls and saving throws, and all lycanthropes within 60 feet of you cannot take reactions. Once you use this feature, you can't use it again until you finish a long rest.

Aura of Fire

Beginning at 14th level, the potent force of your rage inspires your allies and instills fear in your foes. When raging, you emanate an aura within a 10-foot radius. The area within your aura is difficult terrain for your enemies and any enemy that ends its turn within your aura takes radiant damage equal to your proficiency bonus.



College of the Fates

The future casts its shadow on the present, just as the past does. You've learned to read and influence future events through the shadings of random chance, from the curl of a breaking wave to the turn of a friendly card. Like a professional gambler, you make a living based on luck and your skill at games of chance, but your goal is not wealth, nor even knowledge of the future, but mastery of destiny.

Bonus Proficiencies

When you join the College of the Fates at 3rd level, you gain proficiency with two gaming sets of your choice, and with two skills of your choice. If you wish, you may gain an additional gaming set proficiency in place of one of these skill proficiencies.

Gambler's Focus

At 3rd level, you can use a gaming set as a spellcasting focus for your bard spells. Your proficiency bonus is doubled for any ability check you make to use a gaming set with which you are proficient. In addition, you learn the *guidance* cantrip and the *bless* spell. These spells are considered bard spells for you, but do not count against the numbers of spells you know per the Bard table.

Influence Fate

Also at 3rd level, whenever you make an ability check with a gaming set, as a bonus action, you can expend one of your uses of Bardic Inspiration to gain a luck point. Until 9th level, you can never have more than 3 luck points at once. Once you reach 9th level in your bard class, the maximum number of luck points you can have at once is equal to your proficiency bonus. You can spend luck points in the following ways:

- Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.
- You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours.
- When a friendly creature who can see or hear you misses with a weapon attack, you can spend one luck point as a reaction. That creature can immediately use its reaction to make another weapon attack against the same target.

If more than one creature spends a luck point to influence the outcome of the same roll, the points cancel each other out; no additional dice are rolled. Whenever you spend two or more luck points on the same roll, you risk a backlash from pushing the laws of probability too far. After spending two or more luck points on the same roll, the next time you cast a bard spell of 1st-level or higher before you finish a short or long rest, you must roll on the Wild Magic Surge table described under the Wild Magic Sorcerous Origin to create a random magical effect.

Read Signs

At 6th level, you can attempt to predict another creature's future using cards, dice, or other gaming implements. As an action, make a DC 15 ability check to use a gaming set with which you are proficient. If you fail, you can try again the following round. If you succeed, spend a luck point and roll a d20, then record the number rolled. Until the next time you finish a long rest, whenever the chosen creature makes an attack roll, saving throw, or ability check, if you can see or hear them, you can replace the number they roll with the foretelling roll number you recorded. Once you replace their roll with your foretelling roll, that foretelling roll is used up. When you spend a luck point in this way, your maximum number of luck points is decreased by 1 until the foretelling roll is used. You may also choose to expend the foretelling roll to no effect at any time, restoring your maximum number of luck points to its normal amount. Any unused foretelling rolls are lost when you finish a long rest.

When you use this ability on a creature, you also learn something about them. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- An ability score of your choice
- Armor Class
- Current hit points
- Total class levels (if any)
- Levels in a particular class (if any)
- At the DM's option, you might also realize you know a piece of the creature's history or one of its personality traits, if it has any.

Tilt the Odds

At 14th level, you can sometimes go beyond creating good or bad luck, lining up probabilities and coincidences to such an absurd degree that it seems like divine intervention. When an attack roll, ability check, or saving throw is about to be made with either advantage or disadvantage (but not both) by a creature you can see or hear, you can spend a luck point to cause three d20s to be rolled for that roll, instead of two. You choose which which of the three d20s is used for the attack roll, ability check, or saving throw.

You can use this ability once. You regain all expended uses when you finish a short or long rest. When you reach 18th level, you can use this ability twice instead of just once.

IF THE DRINK IN YOUR GLASS STARTS TO SIT AT AN ANGLE THAT AIN'T QUITE LEVEL, OR IF THE... SMOKE STARTS TO CROWD IN OVER THE CARDS AND FALL THERE, OR IF PLANTS IN THE ROOM SUDDENLY START TO WILT, OR IF THE AIR IS SUDDENLY DRY AND HOT IN YOUR THROAT, SMELLING LIKE SUN-HOT ROCK, FOLD OUT. YOU DON'T KNOW WHAT YOU MIGHT BE BUYING OR SELLING COME THE SHOWDOWN.

--TIM POWERS, *LAST CALL*

New Divine Domain

Hunting Domain

RUN ALL YOU LIKE. FOR YOU CANNOT HIDE.

-- GARMOS SAERNCLAWS, PROPHET OF MALAR

The Hunting domain focuses on the sacred link between hunter and prey, a relationship that ties mortals to nature. The gods of hunting represent far more than the mere pursuit of animals or the skills and equipment involved. They signify both the hunt for justice—such as tracking down an enemy who was wronged you or your community—and the sacred spiritual quest that reveals wisdom. A god of the hunt who is evil emphasizes the power of the hunter, who uses superior strength, cunning, and skill to kill and take what they wish.

A good god of the hunt encourages a village or tribe dependent on hunting a certain animal for food to see those animals as their mystical kin, not as prey, and to be careful not to hunt more than they need. Deities such as Sehanine Moonbow, Mielikki, Malar, Gwaeron Windstrom, and sometimes Selûne grant this domain in the Realms, while Habbakuk, Mother Night, Artemis, Bast, and Skadi claim influence over hunting in other worlds. Divine patrons of the hunt are more often female than male, and are often tied to forests, seasons (especially autumn), and the moon as well. Like rangers, clerics of this domain walk the frontier between civilization and the wild.

Hunting Domain Spells

Cleric Level	Spells
1st	<i>detect poison and disease, hunter's mark</i>
3rd	<i>locate animals or plants, misty step</i>
5th	<i>haste, plant growth</i>
7th	<i>freedom of movement, locate creature</i>
9th	<i>hold monster, tree stride</i>

Bonus Proficiency

When you choose the Hunting Domain at level 1, you gain proficiency with all martial ranged weapons, and you become proficient in the Stealth and Survival skills.

Aimed Shot

From 1st level onward, you are a master of ranged weapons, able to maintain near perfect aim in a variety of conditions. You do not suffer disadvantage on your attack roll when you make a ranged weapon attack against a target within 5 feet of you, and when you make a ranged weapon attack against a target within 30 feet of you, that target does not benefit from half cover or three-quarters cover.

Channel Divinity: Preferred Quarry

Starting at 2nd level, your faith grants you sacred aid on the hunt against certain enemies. You have two types of creatures that are your preferred

quarry: beasts, and your choice of one of the following: aberrations, beasts, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoids (such as humans and goblins) to be your preferred quarry (in addition to beasts).

As a bonus action, you can use your Channel Divinity to force all creatures within 30 feet that are your preferred quarry or the current subject of your *hunter's mark* spell to make a Wisdom saving throw against your cleric spell DC. If they fail, for 1 minute their speed is reduced by half, and they take radiant damage equal to half your level whenever they take the Dash, Disengage, or Hide actions.

Spiritual Aim

Beginning at 6th level, you practice an intuitive martial technique when aiming ranged weapons (referred to in some traditions as Zen Archery). You can substitute your Wisdom modifier for your Dexterity or Strength modifier when making an attack roll with a ranged or thrown weapon.

Marked Quarry

At 6th level, creatures that are your preferred quarry or the current subject of your hunter's mark spell do not benefit from half cover or three-quarters cover against your attacks (including spell attacks), and they have disadvantage on Dexterity (Stealth), Charisma (Deception), and Charisma (Intimidation) checks against you.

Master Archer

Starting at 8th level, you have a +1 bonus to attack rolls on ranged attacks, and you can attack twice, instead of once, whenever you take the Attack action on your turn.

Sacred Hunt

At 8th level, whenever you use your Channel Divinity, you gain an additional benefit: For 1 hour after using it, you can track other creatures while traveling at a fast pace, and you can move stealthily while traveling at a normal pace. When you reach 11th level, you also gain this benefit whenever it is nighttime and the moon is visible in the sky (even if you are not outdoors yourself to see it).

Hunter's Focus

Beginning at 17th level, when a creature is the subject of your *hunter's mark* spell, you have advantage on ranged attack rolls against that creature. During your turn, whenever you miss with a ranged attack against a creature that is your preferred quarry or the current subject of your *hunter's mark* spell, you can immediately make an additional attack. You can only gain one additional attack during your turn with this ability.



New Druid Circle

Circle of the Solstice

IT IS NOT A QUESTION OF WHETHER BALANCE WILL BE RESTORED, BUT OF WHETHER YOU WILL LIVE TO SEE IT.

--ILASERA, DRUID OF THE FLOODED FOREST

Shifters are said to have founded this druid circle, which teaches a precise level of control over a druid's Wild Shape ability, allowing for brief, partial transformations. Ages ago, two previously opposed orders of druids—one led by longtooth shifters, the other by razorclaw shifters—banded together to combat a powerful alchemist who sought to clear out and conquer a portion of the Wood of Sharp Teeth with his cadre of golems cut down tree. Failing to stop this destruction, druids of summer and winter formed an alliance, beginning the Circle of the Solstice, and their ways have been passed down to you. Those of your circle are known to briefly use the features of several different animals in the same fight. You might charge into battle on the speedy hooves of an elk, escape a grapple with the muscular arms of a bear, grow the wings of an eagle to fly over an opponent, and then sink the fangs of a wolf deeply into the flesh of your prey, all within the space of a minute.

Druids of other Circles often find the Solstice druids esoteric and strange; some even consider them downright insane. And yet, they also recognize the wisdom and careful precision they show in the use of their unique gifts. As a druid of the Circle of the Solstice, you are taught to embrace extremes of passion, growth, and change, pushing the far ends of the natural balance. Your rage in battle should be all-consuming, yet so should your passion in love or your joy in the natural world. It is by finding the deepest purity in everything that a balance between all things may be found.

In recent years, wandering packs of these druids have appeared in wild places threatened by unnatural incursions or reckless depletion of their resources. They bear a special animosity for constructs and undead which unnaturally mimic the true forms of nature. When iron abominations or skeletal hordes intrude on sacred places, or when the logging of trees becomes too greedy to ever be replenished, members of the Circle of the Solstice sometimes appear, unbidden and unheralded. They seek to free nature to express itself unmarred by such threats, and visit terrible fury on those who oppose them.

Solstice Druid Quirks

d10	Quirk
1-2	You express affection with an unending shower of gifts—sometimes including fresh kills or the fruits of foraging.
3-4	When angry, you howl and roar like an enraged beast.
5-6	Discovering a new food or drink you enjoy leads you to seek out more and over-indulge in it to the point of near-sickness.
7-8	It's hard to resist basking in bright sunshine, which is usually followed by a satisfied nap.
9-10	You are driven to find the perfect mate and have as many children with them as possible.

Fang and Claw

Starting at 2nd level, when you choose this archetype, you can roll a d4 in place of the normal damage of your unarmed strike, and it inflicts your choice of piercing or slashing damage instead of your normal damage. You can use your choice of either Strength or Dexterity for the attack roll and damage bonus of this attack.

Shifting Action

Starting at 2nd level, when you choose this archetype, you can call on your tie to a bestial spirit to briefly transform part of your body. If you are not wearing heavy armor, you can take a bonus action on each of your turns in combat to gain temporary hit points equal to your druid level + your Wisdom modifier. If you wish, when you do so you can expend one spell slot to regain 1d8 hit points per level of the spell slot expended instead of gaining temporary hit points. Whenever you use your bonus action in this way, you also create one of the following effects:

- **Charging Elk.** Until the end of your next turn, if you move at least 20 feet straight towards a Large or smaller creature during your turn, the next melee attack you make against it before the end of that same turn is made at advantage and inflicts extra damage equal to your Wisdom modifier. In addition, as part of the same bonus action, you may immediately take the Dash action.
- **Eagle's Flight.** Your jumping distance is doubled until the end of your next turn, and you gain a climb speed of 25. In addition, as part of the same bonus action, you may immediately fly up to 15 feet or climb up to 20 feet.
- **Harrying Wolf.** You make an unarmed strike. Until the end of your next turn, if you hit a creature with a melee attack, you can choose one ally within 5 feet of that target. That ally can immediately use its reaction to make one weapon attack against the same target. In addition, as part of the same bonus action, you may immediately make an unarmed strike.



- **Sinews of the Bear.** Until the end of your next turn, you add your Wisdom bonus to Strength checks and Strength saving throws, and add an additional 1d4 to the damage of melee attacks. In addition, as part of the same bonus action, you may immediately make an unarmed strike.
- **Tiger Pounce.** Until the end of your next turn, if you hit a creature with a melee attack, the target is also grappled if it is your size or smaller. In addition, as part of the same bonus action, you may immediately make an unarmed strike.

Once you use your Shifting Action feature, you cannot do so again until after the end of your next turn.

Feral Druid

At 6th level, your speed increases by 10 feet, and you gain advantage on Wisdom (Perception) checks related to hearing or smell. In addition, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Solstice Aspect

At 6th level, you choose what kind of druid of this circle you are going to be, taking on the seasonal aspect of Summer or Winter. You gain resistance to bludgeoning, piercing, and slashing damage that is not silver, but you also gain vulnerability to silver, and you must choose one of the following two aspects, which grants you further abilities.

- **Aspect of Summer.** You have resistance to fire damage, and you are considered naturally adapted to warm climates.
- **Aspect of Winter.** You have resistance to cold damage, and you are considered naturally adapted to cold climates.

Quickened Unarmed Strike

Beginning at 10th level, you can attack twice, instead of once, whenever you take the Attack action on your turn, as long as one of the two attacks is an unarmed strike or an attack with a natural weapon. In addition, when making an unarmed strike, you gain a +1 bonus to the melee attack roll and may roll a d6 in place of your normal unarmed strike damage.

Smite the Unnatural

At 14th level, when you hit a creature with an unarmed strike or natural weapon attack, you can expend one druid spell slot to inflict extra damage. The extra damage equals 1d8 per level of the spell slot expended. The damage increases by 1d8 if the target is a construct or undead. You may choose for this damage to be of the same type as the damage of the attack, or it may be the type of damage to which you gained resistance from your Solstice Aspect feature.

New Fighter Martial Archetype

Thayan Knight

THEY CALLED US KNIGHTS, BUT WE LIVED BY NO CODE OF HONOR. WE WERE BOUND TO NO PRINCIPLE, SAVE ONE: THAT OUR LIVES WERE WORTH NOTHING COMPARED TO THE SAFETY OF OUR MASTERS.

-- ARZEL PHEN, RENEGADE THAYAN KNIGHT

Once united in allegiance to their masters, the elite soldiers of Thay were divided by a violent uprising. The necromancer Szass Tam overthrew his fellow Zulkirs to become sole ruler of Thay, forcing those serving his opposition to choose sides. Most now serve the new regime, but others have joined the resistance movement known as the Thayan Resurrection. Of course, even that movement is divided, with the more idealistic seeking to transform Thay into a more livable realm for all of its denizens, while those driven by ambition simply seek to replace one form of arcane tyranny with another.

Others have left Thay behind entirely. During the initial chaos or the various tumultuous that followed, these disillusioned Thayan knights managed to leave service to their old masters behind entirely, seeking their own destinies beyond the borders of their former nation. These individuals tend to stick to the shadows and not draw attention to themselves, knowing that Thay has enclaves across Faerun, and the Red Wizards would still consider such knights their servants.

While the Red Wizards have never been opposed to blasting their opponents with deadly spells or shredding the minds of their enemies with dark magic, there is always a need for protectors who have mastered the art of swordplay. The most elite of these protectors were referred to as the Thayan knights and taught to readily sacrifice their lives for the Red Wizards they served.

Familiar with magic and loyal to none but the tattooed mages, Thayan knights are trained to act as bodyguards and enforcers for the Red Wizards and as an extension of their reach. They lead common Thayan troops into battle and help guard the wizard enclaves. Even when no longer in the service of Thay, such warriors tend to fight alongside arcane spellcasters, and their fighting style is at its best when they are defending an ally who can eliminate enemies at range while the Thayan knight deals with closer targets.

Thay's Defender

By 3rd level when you choose this archetype, you have undergone a long and painful tattooing ritual that marked your loyalty to the Red Wizards with a tattoo on your back, face, or forehead. When you gain this feature, your own knowledge of magic combines with the tattoo's power to grant the following benefits:

- Whenever you make a saving throw against an effect that would cause you to be charmed or frightened, you have advantage on the saving throw unless the source of the effect is a Red Wizard of Thay.

- You are proficient with the Arcana and Intimidate skills, and when you make an ability check with the Intimidate skill, you add double your proficiency bonus to the check, instead of your normal proficiency bonus.
- You learn your choice of two of the following cantrips: *challenger's mark**, *booming blade****, *echoing blow**, *frostwind blade**, *greenflame blade****, *looming shadow**, or *punishing strike**. Once you reach 7th level, when a hostile creature provokes an opportunity attack from you, you can use your reaction to cast a cantrip gained from this feature, targeting that creature, rather than making an opportunity attack.

However, these benefits come with a price: You have disadvantage on all Intelligence, Wisdom, and Charisma saving throws against spells cast by Red Wizards of Thay.

Aegis of Red Wizardry

Starting at 7th level, you can harness arcane power to protect a chosen ally. As a bonus action, you can grant a red aegis to one allied creature you can see within 60 feet of you. The aegis is a shimmering shield of smoldering crimson energy that binds your own life energy to protect the target. Any bludgeoning, piercing, or slashing damage the target takes is reduced by an amount equal to your proficiency bonus plus your Constitution modifier (minimum 1). This effect lasts for 1 minute, until you use it again, or until you are incapacitated.

In addition, when a creature you can see within 60 feet of you hits the protected target with a melee attack, you can use your reaction to force the attacker to make a Charisma saving throw (DC is 8 + your proficiency bonus + your Intelligence modifier or the Intelligence modifier of the protected target, whichever is higher) or be teleported to an unoccupied space adjacent to you. If the target is teleported, you become the target of the attack roll that triggered this reaction, and that same roll is compared to your Armor Class instead to determine if it hits or misses you. If no unoccupied space adjacent to you exists, the target automatically succeeds on the saving throw. Whether the saving throw succeeds or fails, the next attack roll you make against the target before the end of your next turn deals an extra 1d10 necrotic damage. This extra damage increases to 2d10 at 11th level and 3d10 at 17th level.

Final Stand

At 10th level, you can inspire your followers or allies to fight through adversity. When you use your Second Wind feature, you can choose up to six creatures within 30 feet that can see or hear you. Each chosen creature gains a number of temporary hit points equal to half the number of hit points you regain from your use of Second Wind (adding your Constitution modifier to that number if they are the subject protected by your Aegis of Red Wizardry).

Zulkir's Champion

At 15th level, you are an expert in fighting alongside spellcasting allies. When you use your action to cast a cantrip that requires an attack roll, you can make one melee weapon attack as a bonus action. In addition, when

you use your Action Surge feature, you can choose one creature within 60 feet of you that is allied with you. Provided it can hear or see you, that creature can use its reaction to make one melee or ranged weapon attack or to cast a spell that normally has a casting time of 1 action.

Master of the Red Aegis

Beginning at 18th level, when you use your Aegis of Red Wizardry to protect an ally, you can choose up to three creatures to gain its benefits.

NEW CANTRIPS

All new cantrips here are added to the warlock, sorcerer, and wizard spell lists.

CHALLENGER'S MARK

Enchantment cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: 1 round

As part of the action used to cast this spell, you must make a melee weapon attack against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and you exchange a moment of silent, instinctive communication that expresses your personal challenge. Before the beginning of your next turn, the target has disadvantage on the next attack roll it makes that does not target you. Also, if the target willingly moves more than 30 feet away from you or makes an attack that suffers disadvantage from this spell, it immediately takes 1d8 psychic damage, and the spell ends. This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 psychic damage to the target, and the damage the target suffers for moving more than 30 feet away from you increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

ECHOING BLOW

Abjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 round

As part of the action used to cast this spell, you must make an unarmed strike or weapon attack against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and if the target is concentrating on a spell when this attack hits, the attack deals an extra 1d6 thunder damage, which creates a loud noise that can be heard up to 100 feet away. In addition, the first time the target you hit with this cantrip makes a Constitution saving throw to maintain concentration on a spell before the end of your next turn (including against the damage of this cantrip), you roll 1d6 and subtract the number rolled from that saving throw. This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d6 thunder damage to the target, and the damage the target suffers if they are concentrating on a spell increases to 2d6. Both damage rolls increase by 1d6 at 11th level and 17th level.

FROSTWIND BLADE

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: 1 round

As part of the action used to cast this spell, you must make a melee weapon attack against one creature within the spell's range, otherwise the spell fails. Your weapon leaves a frosty trail as it cuts through the air, striking blows that inflict winter's wrath. On a hit, the target suffers the attack's normal effects, and the next time the target makes an attack roll before then, it must either accept disadvantage on the attack roll or take 1d10 cold damage and make the attack roll normally. A creature within 5 feet of you that takes cold damage from this cantrip reduces their speed by half until the end of your next turn. This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d10 cold damage to the target, and the damage the target suffers for not taking disadvantage on their next attack increases to 2d10. Both damage rolls increase by 1d10 at 11th level and 17th level.

LOOMING SHADOW

Illusion cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 round

As part of the action used to cast this spell, you must make a thrown or ranged weapon attack against one creature within the spell's range, otherwise the spell fails. If the weapon or ammunition hits the target, a shadowy duplicate of it appears, hanging in the air just short of where the original struck, and you choose one of your allies within 30 feet of the target. The first time the target attacks the chosen ally or includes that ally in a harmful area of effect before the end of your next turn, the second weapon or piece of ammunition automatically strikes, inflicting 1d10 psychic damage. This spell's damage increases when you reach higher levels. At 5th level, the ranged attack deals an extra 1d10 psychic damage to the target, and the damage the target suffers for attacking the chosen ally or including them in a harmful area of effect increases to 2d10. Both damage rolls increase by 1d10 at 11th level and 17th level.

PUNISHING STRIKE

Necromancy cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: 1 round.

As part of the action used to cast this spell, you must make an unarmed strike or melee weapon attack against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and also a black web of necrotic energy radiates across its skin from where it was struck until the start of your next turn. If the target willingly takes a reaction before then, it immediately takes 1d8 necrotic damage, and the spell ends. This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 necrotic damage to the target, and the damage the target suffers for taking a reaction increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

New Monastic Tradition

Way of the Incarnate Ancestor

IT LOOKS AS IF YOU SPENT A LIFETIME LEARNING THAT TECHNIQUE. I HUMBLY COUNTER-- WITH A TECHNIQUE THAT TOOK A DOZEN LIFETIMES TO MASTER.

-- ELDEN AHADHASI, AASIMAR ADAMA DISCIPLE

This contemplative practice arose among aasimar monks in the Shining Lands practicing the Adama, a system of faith teaching belief in an ongoing cycle of reincarnation. Often, believers see themselves as see themselves as spiritual descendants of their previous incarnations. Most practicing monks in the Shining Lands have at least a tenuous connection to their past lives, striving to recall them and learn lessons in pursuit of further enlightenment, but for you, the connection to your past lives is more tangible.

Practicing this monastic tradition has allowed you to call forth your own spirit as it existed years or centuries ago to advise you, protect you, and confound your enemies. Those who have the temerity to face you in battle learn that they aren't fighting just the present-day incarnation of you, but also every incarnation of you that has ever been. At the beginning, you learn to change your appearance to that of your past incarnations

Ancestral Technique

When you choose this tradition at 3rd level, you gain the ability to call upon the knowledge of your ancestors in both peaceful and warlike pursuits. Whenever you finish a short rest, choose one simple or martial weapon and one skill. You gain proficiency in the chosen weapon and the chosen skill until the next time you finish a long rest. You gain certain special benefits with the chosen weapon, as follows:

- You choose whether to use Dexterity or Strength for the attack and damage rolls of the weapon.
- When you use the Attack action with the chosen weapon on your turn, you can make one unarmed strike as a bonus action.
- If you hit with both an attack with the chosen weapon and an unarmed strike against the same target during your turn, you can spend 1 ki point to force the creature struck to make a Strength saving throw. On a failed save, the creature takes an extra 2d10 bludgeoning damage, plus an extra 1d10 bludgeoning damage for each additional ki point you spend, and you may push the creature up to 10 feet away from you and knock it prone. The maximum number of ki points you can send on this effect (including its base ki point cost) is equal to your proficiency bonus. When you reach 6th level, the damage from this effect becomes magical force damage instead of bludgeoning damage.

Incarnate Visage

You can draw upon the memories contained in the Adama to change your body into that of one of your past incarnations, who may have been of a greatly different



appearance or even of a different race. You can spend 2 ki points to cast *alter self*.

Past-Life Acolytes

Starting at 6th level, with deep concentration, you can cause a ghostly incarnation of one of your past lives to step out of your body and help you perform an ancient ritual. When you gain this feature, choose two 1st-level spells that have the ritual tag from any class's spell list (the two needn't be from the same list). The enlightened knowledge of your ancestors allows you to cast the chosen spells as rituals. You can't cast the spells except as rituals, unless you've learned them by some other means. Whenever you gain a monk level, you can choose another ritual spell and add it to the list of those you cast with this feature. The spell's level must be equal to or less than half your monk level (rounded up).

Resurgent Ki

At 6th level, spending ki grants allows you to draw reinvigorating energy from your spiritual ancestors. When you spend a ki point during your turn, you may also choose to regain hit points equal to your Martial Arts damage die + your proficiency bonus. You can use this feature three times, regaining all expended uses when you finish a short or long rest.

Adama Guardians

At 11th level, you can summon a small number of translucent spirits out of your body to interpose

themselves between you and an enemy. You can spend 3 ki points to cast *spirit guardians* as 3rd-level spell without using any material components. You can spend additional ki points to increase the level of this spell when you cast it. The spell's level increases by 1 for each additional ki point you spend. The maximum number of ki points you can spend to cast *spirit guardians* with this feature (including its base ki point cost) is equal to your proficiency bonus.

Spiritual Guidance

At 11th level, your past lives' advice is a constant source of knowledge. Right before you make an Intelligence or a Wisdom check, you can give yourself advantage on the check. You can use this feature three times, and you regain expended uses when you finish a long rest.

Vanguard of the Ancestors

Beginning at 17th level, you can summon spirit after spirit to leap out of your body, each attacking a nearby enemy, then leaping back inside of you, invigorating you as they return. As an action, spend 9 ki points and choose any number of creatures within 30 feet who must each roll a Dexterity saving throw. Fiends and aberrations have disadvantage on this saving throw. On a failure, they take 9d8 psychic damage, and on a success, they take half as much. For each creature damaged by this effect, you regain 5 hit points, up to a maximum of 5 times your monk level. Once you use this ability, you can't use it again until you finish a long rest.

THE ADAMA, RELIGION OF THE SHINING LANDS

The faith that unites the Shining Lands is the Adama, a spiritual philosophy that is both a religion all its own and a system for understanding all other religions. It preaches the oneness of all things, for the Adama is a unifying world-spirit that manifests as everything: the gods, the world, and everything in it are merely aspects of this single divine force.

Mortal life is a crucible, by which spirits improve themselves to become one with the Adama. According to this philosophy, each soul is incarnated and reincarnated many times on this progress towards enlightenment. One strives to live righteously, in the hopes of receiving a better reincarnation, for each rebirth reflects the deeds of the previous life. Since all is one, a crime against anyone is a danger to one's self, and risks one's next incarnation, since those who do great harm to other parts of the Adama are reincarnated as animals or worse. Hard work and honesty, however, are key to a righteous life.

This results both in the great work ethic among the Adama's followers, and in the surprisingly low occurrence of crime all over the Shining Lands. Killing is frowned upon, even in self-defense. Therefore, most Durparians who use arcane magic specialize in illusions, on the theory that one must believe in the illusion to be harmed by it, which is seen as an act of fate and thus a lesser offense.

The Adama's followers worship its aspects, the gods, rather than the spirit itself. No temples to the Adama exist, and religious diversity is great in the Shining Lands. Only gods who demand human sacrifice or other crimes as part of their worship have their faiths suppressed, such as Mask, the god of thieves, Bhaal, god of murder, and Malar, the god of savagery, beasts, and hunting.

New Ranger Archetype

Moonstalker

*I CAN SEE MY DESTINY IN THE FACE OF THE MOON, AND
I CALL TO IT IN GREETING.*

--CORA IRONHEART, DWARF MOONSTALKER

All weretouched—whether they are shifters, lycanthropes, or merely their descendants among other races—harbor a bestial nature inside themselves. This innate fierceness in lycanthropic blood reveals itself most often in battle. Many weretouched (especially shifters) call upon their legacy when needed, but at some point you learned that you were different, and that the power in your blood was greater than you believed. You take the name moonstalker for the strong tie to your lycanthropic nature you have nurtured in your spirit. You have always had an animalistic side, manifested in your physical features and sometimes through your behavior, and now you have awakened this heritage in yourself to become preternaturally formidable. Your tactics and behavior have left behind civilized methods for the savagery, speed, and frightening fury of an untamed predator.

ALTERNATE RANGERS

If you're playing or playtesting an alternate version of the ranger that does not grant the Extra Attack feature, add the Extra Attack feature to this archetype at 5th level, as follows:

Extra Attack. Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Combat Savagery

At 3rd level, you choose whether to use Dexterity or Strength for the attack and damage rolls of your unarmed strikes, and you gain a number of *savagery points* equal to your proficiency bonus. When you finish a short or long rest, you lose unused savagery points and gain a number of savagery points equal to your proficiency bonus.

When you hit a creature with an unarmed strike or an attack with a natural weapon or light melee weapon, you can expend 1 savagery point to inflict extra damage equal to your Wisdom bonus on the creature (increasing this damage by 1d8 if the creature is prone or your favored enemy), and to create one of the following effects:

- The creature must make a Wisdom saving throw against your ranger spell save DC or become frightened of you until your next turn.
- The creature must make a Strength saving throw against your ranger spell save DC or fall prone.
- The next attack roll made against that creature before the end of your next turn is made at advantage.

You cannot spend more than 1 savagery point on the same attack roll.

Hunter Action

At 3rd level, you can use your bonus action to make an unarmed strike or an attack with a natural weapon or light melee weapon, and you can move up to 15 feet before making the attack.

Mystic Savagery

Beginning at 7th level, as a bonus action on your turn, you can expend one spell slot and gain a number of savagery points equal to the slot's level.

Unleash the Silent Predator

At 7th level, you can transform yourself into the powerful creature lurking inside you. When you gain this feature, choose a beast whose challenge rating is 4 or lower. You can spend 3 savagery points to cast the *polymorph* spell as a ranger spell without any components, targeting yourself only and polymorphing yourself into any the beast you chose. The casting time is changed to 1 bonus action for this casting, but the duration is also reduced to 1 minute. The spell is not a concentration spell when cast in this way. While in the form you assumed with the *polymorph* spell, you gain resistance to nonmagical bludgeoning, piercing, or slashing damage that is not silver or adamantine. Otherwise it functions just like a normal *polymorph* spell. Once you use this feature, you cannot do so again until you finish a long rest.

Call to the Moon

At 11th level, you can unleash a bloodcurdling howl or roar from your throat, announcing that the hunt has begun. As an action, you can cause each creature of your choice within 30 feet of you to make a Wisdom saving throw against your ranger spell save DC. Creatures that are prone or are your favored enemy have disadvantage on this saving throw. A target takes 3d8 psychic damage on a failed save or half as much damage on a successful one. In addition, creatures that fail the save are frightened by you until the end of your next turn. Once you use this feature, you can't use it again until you finish a short or long rest.

Pack Leader

Starting at 11th level, while you are within 5 feet of a hostile creature that is prone, you and your allies add your Wisdom modifier to damage rolls against that creature.

Circle the Prey

At 15th level, you instinctively sense the perfect opening to stalk around your prey and inflict a finishing blow. As a bonus action, choose one creature you can see within 30 feet of you. For 1 minute, you gain the following benefits when attacking that creature.

- If the target dies, you regain hit points equal to your ranger level + your Wisdom modifier.
- If you make an attack against the target on your turn, you can move up to 15 feet before making the attack.
- You gain a bonus to damage rolls against the target. The bonus equals your proficiency bonus.
- Whenever you hit the target with an attack roll, you gain advantage on your next attack roll against the creature before the end of your next turn.

Once you use this feature, you can't use it again until you finish a short or long rest.

New Sorcerous Origin

Abjurant Champion

WHAT IS MAGIC BUT ANOTHER WEAPON HANGING AT YOUR SIDE, READY TO BE DRAWN AND WIELDED WHEN THE NEED ARISES?
--CASPIAN LAMONT OF THE KNIGHTS ASCENDANT

You have spent a major portion of your life protected by magical spells and wards—and this protective magic has become a part of you. This has also granted you a natural affinity for self-defense, and you wield weapons and shields with instinctive prowess. Spells like *mage armor* and *shield* are your forte, and you strive the master the mysteries of the invisible magical force that powers such defenses. You reflexively use arcane abilities both to augment personal defense and to hinder enemy spellcasters. The suggestions of the following table can help you decide why and how you found yourself under the magical protections that made you who you are.

Abjurant Champion Origins	
D8	Origin
1	Before the City of Shade fell, you were raised among the Shadovar nobility of Thultanthar, and for unknown reasons, they used every magical and mundane means at their disposal to protect you from all influence of the Shadowfell.
2	Your birth into a clan of lycanthropic kinfolk was predicted by the prophecy of your tribal shaman, who placed powerful wards on you to ensure your destiny would be fulfilled.
3	A powerful abjurer imprisoned you with their magic until you developed your own magical abilities and escaped.
4	You come from a wealthy noble family, who arranged to guard your person with abjuration spells from a young age.
5	Born with a powerful protective rune of unknown provenance on your forehead, you eventually learned to place its warding spells under your direct control.
6	Another abjurant champion was your mentor, guardian, or parent, and they protected you constantly with their magic.

Bonus Proficiencies

At 1st level, you gain proficiency with shields, simple weapons, and one martial weapon of your choice

Abjurant Spells

Your affinity for defensive magical force gives you the option to learn some non-sorcerer spells that focus on defense. When your Spellcasting feature lets you learn a sorcerer spell of 1st level or higher, you can select the spell from the following list of spells, in addition to the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

Spell Level	Spells
1st	absorb elements**, shield of faith
2nd	arcane lock, warding bond
3rd	magic circle, protection from energy

Abjurant Aegis

Whenever you finish a long rest, you instinctively conjure a magical ward of force called an aegis, which protects your body, provided that you aren't wearing medium or heavy armor. The aegis has hit points equal to your

sorcerer level. Whenever you take damage, the aegis takes the damage instead. If this damage reduces the ward to 0 hit points, you take any remaining damage. Whenever you finish a long rest, the aegis is restored to a number of hit points equal to your sorcerer level. At 6th level, you can move your aegis to an ally within 30 feet as a bonus action, granting them its protection until you move it back as a bonus action. While the aegis has 0 hit points, it can't absorb damage, but whenever you cast an abjuration spell of 1st level or higher, the aegis regains a number of hit points equal to the level of the abjuration spell you cast, and your (or another creature protected by the aegis) gain a number of additional temporary benefits from the aegis, which last until the end of your next turn, as follows:

- Any force damage taken by the aegis is reduced by a number equal to your proficiency bonus.
- The protected creature gains a bonus to any Constitution saving throw made to maintain concentration on a spell. The bonus equals your Charisma modifier (minimum of +1).
- The protected creature gain a +2 bonus to AC.

Metamagic Defense

At 6th level, when you cast an abjuration spell of 1st level or higher and spend sorcery points to use a Metamagic option on it, you can immediately regain 1 of the sorcery points you spent. You can use this feature twice. You regain expended uses when you finish a long rest.

Extra Attack

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Martial Arcanist

Starting at 14th level, when you use your action to cast an abjuration spell, you can make one weapon attack as a bonus action.

Arcane Boost

At 18th level, you gain the ability to burn arcane energy to empower your martial abilities. You can expend sorcery points for the following effects:

- As a bonus action during your turn, you can expend up to 9 sorcery points to gain a bonus on the next attack roll you make during the same turn. The bonus is equal to the number of sorcery points spent. If the attack hits, it inflicts additional force damage against one target equal to your Charisma bonus.
- When your abjurant aegis takes damage, you can use your reaction to expend up to 7 sorcery points, reducing that damage by an amount equal to five times the spell slot's level. If some or all of the damage is force damage, that force damage is reduced by 15 before you apply the other damage reduction effect.
- When you make a Constitution saving throw, before you roll you can use your reaction to expend 3 sorcery points and gain advantage on that saving throw.
- As an action, you can spend 1 sorcery point to cause your abjurant aegis to regain 5 hit points. This cannot increase the number of hit points the ward has to a number higher than your sorcerer level.

New Sorcerous Origin

Darkmoon Theurge

THERE ARE THINGS OUT HERE, AMONG THE STARS, THAT NO MORTAL MIND WAS MEANT TO KNOW. PEER INTO THE FIRMAMENT AND LET YOUR EYES UNFOCUS UNTIL IT ALL BECOMES A BLUR. THEN YOU WILL SEE. YOU WILL SEE THE DARKNESS BETWEEN, AND THUS GLIMPSE THE POWER I COMMAND.

--RAVEN DARKMOON, BINDER OF FAR REALM SPIRITS

The legacy of lycanthropes is strong in your blood, but for you it is mystical as well as physical. Legends among werebeasts say that those of their offspring born beneath eclipses, new moons, or crescent moons gain a spiritual sense for the worlds beyond, and a tie to the black spaces between stars and the darkness that clouds Selûne’s face. Born to shamanism and shapeshifting, sorcerers like you give credence to such myths.

Bonus Proficiencies

At 1st level, you gain proficiency with the Survival and Nature skills, and with all simple weapons.

Spirit Sense

When you gain this feature, choose one of the following creature types: aberrations, celestials, elementals, fey, fiends, or undead. You may also choose lycanthropes instead of one of these types. As an action, you can open your awareness to perceive the chosen type of creature. Until the end of your next turn, you can sense whether any creatures of that type are present within 1 mile of you, but you do not know their location or numbers unless they are within 60 feet of you and are not behind total cover. You can use this feature a number of times equal to 1 + your Charisma modifier, regaining all expended uses when you finish a long rest.

Weretouched Prowess

You can cause your lycanthropic heritage to reveal itself as increased physical power. Whenever you are not wearing armor, as an action, you can enhance your body with bestial energies. When you do so, you gain the following benefits:

- You gain a +1 bonus to Armor Class.
- Your Armor Class cannot be lower than 11 + your Constitution bonus.
- You have advantage on Strength checks and on Wisdom (Perception) checks related to hearing or smell.
- You choose whether to use Dexterity or Strength for the attack and damage rolls of your unarmed strikes.
- When you hit a creature with an unarmed strike or an attack with a natural weapon or light melee weapon, you inflict extra damage equal to half your proficiency bonus (rounded down).
- When a creature within 5 feet of you hits you with a melee attack, you can make an unarmed strike against them as an opportunity attack. Unarmed strikes made as opportunity attacks in this way do not use your reaction.

- You speak with a growling, bestial voice that is innately frightening, giving you advantage on Charisma (Intimidate) checks, but disadvantage on all other Charisma checks.

Your weretouched prowess lasts until you end it as a bonus action, you are incapacitated, or you don armor other than a shield.

Primal Prowess

Beginning at 6th level, your lycanthropic heritage can be enhanced with primal sorcery. When you cast a spell while enjoying the benefits of your weretouched prowess, you can spend 1 sorcery point to gain the following additional benefits, which end after 1 hour or when your weretouched prowess ends:

- Your speed increases by 10 feet.
- You gain proficiency with Strength saving throws.
- Your carrying capacity (including maximum load and maximum lift) is doubled.
- When you use the Attack action to make an unarmed strike on your turn, you can make another unarmed strike as a bonus action.
- You can roll a d6 in place of the normal damage of your unarmed strike.
- You gain resistance to nonmagical bludgeoning, piercing, or slashing damage that is not silver or adamantine.

Piercing the Veil

Starting at 6th level, you can spend sorcery points to cast the *etherealness* spell as a bonus action during your turn, but its duration is changed. The duration is determined by the number of sorcery points you spend, but the maximum number of sorcery points you can spend in this way is limited by your sorcerer level, as follows:

Pierce the Ethereal Veil Table		Sorcerer Level Required
Sorcery Point Cost	Etherealness Duration	
3	Until the end of the current turn	6th
5	Until the end of your next turn	8th
7	1 minute	10th
9	10 minutes	12th

When you reach 13th level, you also learn the *etherealness* spell as a sorcerer spell, but it does not count against your number of Sorcerer Spells Known. From that point on, you can either cast the *etherealness* spell normally or with sorcery points using this feature.

Ethereal Dodge

Starting at 14th level, you can enter the Border Ethereal for a brief instant to avoid harm. As a reaction when you take damage, you can halve that damage against you.

Primal Recovery

When you sustain grievous harm, you can channel the primal energy in your blood to heal your wounds. As a bonus action when you have less than half of your hit points remaining, you can regain a number of hit points equal to half your hit point maximum. Once you use this feature, you can’t use it again until you finish a long rest.

New Warlock Otherworldly Patron

The Benighted City

SOME CITIES MAY SLEEP, BUT NONE ARE SANE.
--JOSSPER ROARINGHORN, EMISSARY OF EVERNIGHT

Thultanthar, also known as the Shade Enclave and the City of Shade, was a flying city of ancient Netheril, an inverted mountain of floating stone, topped with harsh black spires and foreboding walls. The city’s mighty wizard prince had his own purposes in transporting his city and its people to the Shadowfell for so many centuries. Similarly, there was also a plan for its return to the Realms after millennia away, and the subsequent attempt to re-establish the Empire of Netheril. However, the fall of that flying city in battle over Myth Drannor was not part of anyone’s plan—nor was the creation of a new and powerful mind.

An ancient mythal, a prodigal feat of wizardry that permanently alters the Weave of magic in a certain location, was part of Thultanthar before it entered the Shadowfell, before it was infused with the strange energies of the plane of shadow for centuries, before thousands of its residents underwent the Trail of Five Darknesses (the ritual the makes a mortal into a Shade) within its eldritch precincts. Among the few who whisper of such things, it is thought that some combination of these factors may have had something to do with what happened next.

Beginning in the year the city returned from the Shadowfell, certain talented young would-be mages across Faerûn began to dream they walked the precincts of an ancient Netherese city, its streets shrouded in darkness—and that those streets *spoke*. Again, these matters are known to a very small group of people, and among them there is disagreement as to the nature of this city. By its description, it would seem to have been Thultanthar itself, but some sources have claimed that another place, the infamous Shadowfell city of Gloomwrought is Thultanthar’s dark reflection, its gloomy twin in the realm of eternal night. If so, it could have been Gloomwrought’s twilight streets that these chosen few walked in restless dreams. Whichever was the case, whether it was the darkened mythal of Thultanthar or its ancient counterpart Gloomwrought, it seems the city now had a conscious will of its own—and that will wished to bargain.

Warlocks who accepted the shadowbound city as their patron gained not only insight into darkness, but also a preternatural instinct for the life of cities everywhere. They heard the whispers of elemental spirits in chimney-smoke and cobblestones, foresaw the ebb and flow of urban commerce like a sailor knows the changing of the tides, and felt the hope and despair of multitudes rising like heat from the avenues beneath their feet.

Since Thultanthar fell, this voice of this patron has quieted, but not ceased. And other warlocks have claimed to make pacts in dreams with other dark cities, fitting the description of other sites in the Shadowfell, such as Evernight (the umbral twin of Neverwinter) or Ikemmu, a legendary settlement said to exist in both the Underdark

and the Shadowfell at the same time. Was Thultanthar or Gloomwrought the first such city to awaken, or have these other cities always had their own inscrutable minds, waiting only to find their voice? Could other sites in the Realms—such as Silverymoon, Evereska, or Candlekeep, all known to be the sites of mythals, or even Waterdeep, atop the spell-haunted expanse of Undermountain—be sponsoring otherworldly pacts as well?

Expanded Spell List

The powerful consciousness of the shadowy city with which you’ve made your pact lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Benighted City Spells

Spell Level	Spells
1st	<i>ensnaring strike, grease</i>
2nd	<i>alter self, locate object</i>
3rd	<i>lightning arrow, meld into stone</i>
4th	<i>locate creature, Mordenkainen’s private sanctum</i>
5th	<i>creation, mislead</i>

Bonus Proficiencies

At 1st level when you choose this Otherworldly Patron, you gain proficiency with all martial ranged weapons.

Shadow Dweller

At 1st level, you can see normally in darkness, both magical and nonmagical, to a distance of 30 feet. If you are within the confines of a settlement with a population of 100 or more—or within the ruins of a place that once boasted such a population—the distance of this effect is increased to 90 feet, and you can move through the space of any non-hostile creature that is of your size or smaller. In addition, if you are not in direct sunlight and have not taken radiant damage since the end of your last turn, you have advantage on death saving throws.

Umbral Jaunt

At 6th level, you gain the ability to step from one shadow into another. When you are in dim light or darkness, as a bonus action you can teleport up to 30 feet (or 60 feet if you are within a city with a population of 100 more or the ruins of such a city) to an unoccupied space you can see that is also in dim light or darkness.

When you take damage that is not radiant, you can use your reaction to teleport in the same way, but you may only do so once, regaining expended uses when you finish a short or long rest.

Spirit of Shadow, Smoke, and Stone

At 10th level, you have become jaded by gazing too long into both the depths of the Shadowfell and the darkness all great cities hide. You gain advantage on saving throws against the frightened and charmed conditions, and resistance to necrotic and psychic damage.

Dark City

At 14th level, you can temporarily exile a foe into the dark city that is your patron. Choose a creature within 60 feet.

They must make a Charisma saving throw against your warlock spell save DC. If they fail, they take 3d12 psychic damage and are banished into a demiplane that is a shadowy, empty cityscape where distant voices and furtive lights flicker in the distance. The target remains there for 1 minute or until they escape. Each round, they may choose to use their action to escape by rolling another Charisma save against the same DC and moving at least 15 feet. If they succeed, the effect ends. If they fail, they take 3d12 psychic damage. When the effect ends, they reappear in the same space they left (or the nearest unoccupied space if that space is occupied).

Once you use this feature, you can't use it again until you finish a long rest.

New Warlock Pact Options

Pact of the Gloom

The Pact of the Gloom allows you to call upon the magical substance of shadow, said to have been infused into all things at the beginning of time, from pieces of primordial chaos rejected in the creation of matter. When in darkness, you can weave shadows into a cloak that helps you hide from enemies.

When you are in dim light or darkness, you can use your bonus action to create a gloom cloak, a magical mantle of

shadow that appears on your person. When you create this garment, you can choose its style and appearance, which can be in the form of any sort of cloak, cape, long coat, or jacket, but it always has an inky black color. Your gloom cloak disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the cloak, or if you die.

While you wear your gloom cloak, you can substitute Charisma for Dexterity when rolling Stealth checks. In addition, whenever you use your reaction to cast a spell or cantrip, you can take the Disengage or Hide action as part of the same reaction.

You can transform one magical cloak into your gloom cloak by performing a special ritual while you wear that cloak. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the cloak, shunting it into an extradimensional space, and it appears whenever you create your gloom cloak thereafter. You can't affect an artifact in this way. The magic item ceases being your gloom cloak if you die, if you perform the 1-hour ritual on a different item or if you use a 1-hour ritual to break your bond to it. The magical cloak appears at your feet if it is in the extradimensional space when the bond breaks.

Pact of the Scar

You have made a dear sacrifice to seal your pact, one of your own flesh and blood, and you're still making such sacrifices for power to this day—though the flesh and blood are not always yours. You gain proficiency in the Medicine skill and double your proficiency bonus on any check made with it. You also gain the Blood for Blood feature, which is fueled by special dice called *blood dice*. Both are described below.

Blood Dice. You have two blood dice, which are d6's. A blood die is expended when you use it. You regain all of your expended blood dice when you finish a long rest. You can also regain a blood die by expending Hit Dice. When you expend Hit Dice in this way, you do not regain hit points. Instead, for every two Hit Dice you expend for this trait, you regain one blood die.

When you reduce a creature to 0 hit points with an attack or spell, you can augment a blood die you have not yet expended. An augmented blood die becomes a d8 instead of a d6. When an expended blood die is regained, it is regained as a d6, even if it was augmented before you expended it.

Blood for Blood. When you use the *eldritch blast* cantrip or make a weapon attack, you can expend one blood die. You must choose to expend a blood die before making the attack roll. If that attack hits, you add the blood die as extra damage.

When you inflict damage with a blood die, you can heal yourself or a creature within 5 feet for a number of hit points equal to the blood die roll. If the die was augmented, you can also cure the healed creature of one disease or neutralize one poison affecting it.



AUGMENTING WITH BLOOD OF GREAT LINEAGE

With the permission of your DM, when augmenting a blood die you can increase the augmentation if the life you extinguish has blood of particular power or great lineage. Most creatures, as well as humanoids of common ancestry such as peasants or warriors, do not offer this ability. However, humanoids from certain kingly or powerful bloodlines offer more energy to a warlock with this pact, as do certain noble creatures. Creatures suiting these criteria are divided into two categories: Uncommon Lineage and Rare Lineage. The DM reserves the right to decide the potency of the lineage a creature's blood holds.

- **Uncommon Lineage.** A humanoid with an uncommon lineage has a rich heritage, though holds little power. A minor noble, such as a knight or courtier, serve as examples of humanoids with an uncommon lineage. In addition, true dragons (not dragon-like lesser creatures such as wyverns or drakes) are also considered to have uncommon lineage. When you augment a blood die after reducing a creature with uncommon lineage to 0 hit points, the blood die changes into a d10 instead of a d8.
- **Rare Lineage.** A humanoid with a rare lineage, such as a distant heir to a throne or even a member of royalty, bears the potential of great power. In addition, the blood of celestials bears great lineage, as well as non-humanoid royalty of significant power, such as giant kings or demon princes. When you augment a blood die after reducing a creature with uncommon lineage to 0 hit points, the blood die changes into a d12 instead of a d8.

Great Lineage Effects

Depending on your warlock level, blood dice augmented with great lineage may have special effects, as follows:

If your warlock level is 5th or higher: When you would heal a creature with a d10 or d12 blood die, you can instead choose to charge yourself with necromantic power. Until the end of your next turn, you may cast one of the following spells as a 3rd-level spell without using a spell slot or verbal or somatic components: *animate dead*, *mass healing word*, or *revivify*.

If your warlock level is 9th or higher: When you would heal a creature with a d12 blood die, you can instead choose to charge yourself with otherworldly power. Until the end of your next turn, you may cast one of the following spells as a 5th-level spell without using a spell slot or verbal or somatic components: *contact other plane*, *greater restoration*, or *raise dead*.

If your warlock level is 13th or higher: When you would heal a creature with a d12 blood die, you can instead choose to charge yourself with destructive power. Until the end of your next turn, you may cast one of the following spells as a 7th-level spell without using a spell slot or verbal or somatic components: *divine word* or *finger of death*.

Ritual Augmentation. If you have a willing or captured creature of great lineage, you may be able to use their blood to augment a blood die without killing them. You perform a 1-hour ritual, which requires you and the creature of great lineage to be within 5 feet of each other for the entire ritual. At the end of the ritual, you choose whether the creature takes damage equal to half its maximum hit points or gains 2 levels of exhaustion. Either way, you may then augment a blood die as if you had reduced that creature to 0 hit points.

New Eldritch Invocations

At 2nd level, a warlock gains the Eldritch Invocations feature. The new eldritch invocation options below are associated with the Benighted City, though not all require that patron.

Black Mirror

Prerequisite: 15th level, Pact of the Tome feature

You can cast either *project image* or *simulacrum* once without expending a spell slot. You must finish a long rest before you can use cast a spell with this eldritch invocation again.

Destructive Messenger

Prerequisite: 5th level, The Benighted City patron, Pact of the Chain feature

You can use a 10-minute ritual to turn your familiar into a nondescript commoner of a race appropriate for the nearby area, dressed in the manner of a local peasant or vagabond. They lose all of their own statistics and use those of a commoner only, but they can speak and have all the normal abilities of a commoner of that race, and you can speak through them as well as using their senses as your familiar. You can return them to their true form as a bonus action. If they are reduced to 0 hit points while in their commoner form, they immediately explode in a shadowy conflagration, forcing anyone within 20 feet to make a Dexterity saving throw against your warlock spell DC. Those who fail take 4d8 necrotic damage, and those who succeed take half as much.

Hidden Pathway

Prerequisite: 3rd level, Pact of the Gloom feature

You can cast *pass without trace* once without expending a spell slot or any material components. You can't do so again until you finish a short or long rest.

Shadow Shield

Prerequisite: Pact of the Gloom feature

You learn the *shield* spell as a warlock spell, but it does not count against your number of spells known. You can cast the spell once without expending a spell slot or any material components. You can't do so again until you finish a short or long rest.

Smoking Bolts

Prerequisite: The Benighted City patron, Pact of the Blade feature

You can create a hand crossbow using your Pact of the Blade feature. When you load it, you draw a wisp of black smoke out of the air that magically transforms into a black crossbow bolt, which vanishes after 1 minute. When you fire it at a creature you've made a successful Wisdom (Insight) check against within the past 24 hours, you have advantage on the attack roll. When you hit a creature with it, you can expend a spell slot to deal an additional 2d8 necrotic damage to the target per spell level.

Spectral Amunition

Prerequisite: The Benighted City patron

Each time you make a ranged attack that uses a piece of ammunition, this effect magically replaces it with a similar piece of nonmagical ammunition. Any piece of ammunition created by this spell dissipates 1 minute after it is created.

Summon Shadow Assassin

Prerequisites: 5th level, Pact of the Scar feature

You can expend an augmented blood die from your Pact of the Scar feature to summon an assassin made of pure shadow, which appears in an unoccupied space that you can see within 50 feet. The assassin disappears when it drops to 0 hit points, when its chosen target is dead, or after 1 hour. The assassin has no other purpose except to kill a single target you choose when you use this eldritch invocation. You do not need to see the target when you choose it, but it must be within 120 feet. If you do not choose a target when it is summoned, the assassin waits for you to choose one, defending itself from hostile creatures but otherwise taking no actions until its target is chosen. The DM has the statistics on the assassin, but those statistics change depending on your level, as follows:

- *Warlock level 10th or lower:* Specter
- *Warlock level 11th-16th:* Shadow demon
- *Warlock level 17th or higher:* Wraith

Once you use this eldritch invocation, you can't do so again until you finish a Long Rest.

AUGMENTED SHADOW ASSASSINS

If the augmented blood die you use to summon the shadow assassin was augmented with blood of great lineage, it adds the augmented blood die to its damage the first time it inflicts damage on its chosen target. In addition, the shadow assassin resembles the creature of great lineage whose powerful blood augmented it.

Urban Hunter

Prerequisite: The Benighted City patron, hex spell

You replace the *hex* spell on the list of spells you know with the *hunter's mark* spell, which is a warlock spell for you. When a creature is the subject of your *hunter's mark* spell, they have disadvantage on Charisma checks.

New Wizard Arcane Tradition

School of Nethermancy

DO YOU FEAR THE DARK? YOU SHOULD, YOU KNOW. THE SHADOWS HIDE THE MOST DELICIOUS SECRETS, THE DARK THE MOST TERRIBLE REVELATIONS. LISTEN. I CAN HEAR THEM. CAN YOU?

--ZORA THE SHADOWWALKER

You focus your studies on shadow magic, a method for extricating the magical substance of primordial shadow from various environments, then blending it with arcane forces to create magical effects. Among other manifestations, such spells excite or dull the senses, spin creatures from raw shadow, and punch holes through reality. Many are quick to distrust a wizard who uses the substance of shadow, but shadow magic's apologists

defend their art by claiming that the spells are no more evil than a hammer or a knife. The spells are simply tools or weapons, depending on how they are used—it is the misapplication of any magic that makes it evil. Yet the association between darkness and evil is so strong in the minds of most mortal creatures that nethermancers face mistrust and hostility regardless of their true inclination.

Umbral Sight

Beginning at 2nd level when you choose this arcane tradition, you can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

Casting Shadows

Starting at 2nd level, nearby shadows assist you in concealing your spellcasting and scaring your enemies. When you are in dim light or darkness, spells you cast do not require verbal components, and you have advantage on Charisma (Intimidation) checks.

Step into Darkness

At 6th level, you add the *darkness* spell to your spellbook if it is not there already. Whenever you cast *darkness*, for 1 hour you also gain the ability to step from one shadow into another. When you are in dim light or darkness, as a bonus action you can teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness. You can take the Hide action as part of the same bonus action.

Unraveling Shadows

Beginning at 10th level, you can sense and sometimes direct a silent malevolent awareness in the magical currents of shadow magic, a presence that seeks out weakness. When you cast a spell that inflicts necrotic or psychic damage, you can choose one target of that spell. If the target has vulnerability to any damage types, the damage is of those types. If the target has no vulnerabilities, you inflict extra damage on that target equal to your Wisdom modifier. You know how much extra damage you inflicted, but you cannot tell what damage types the target is or is not vulnerable to from this effect; the hungry shadows hide what kind of damage they inflict, even from you.

Shadow Summoning

Starting at 14th level, you can choose to substitute shadowy apparitions for creatures you would conjure with magic. Whenever you summon or create a creature with a conjuration spell, you can choose for the space in which that creature appears to be heavily obscured by magical darkness until the end of your next turn. When you summon or create a creature in this way, if that creature can see, it also gains 15 temporary hit points, darkvision out to a range of 60 feet for 1 minute, and advantage on Dexterity (Stealth) checks until the end of its next turn. However, while in sun-light, creatures you summon or create in this way have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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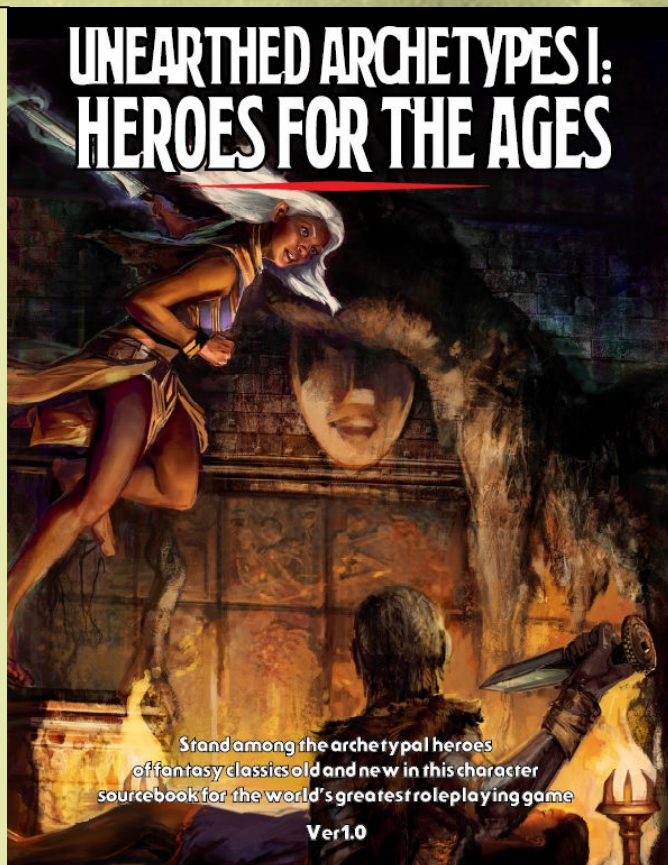
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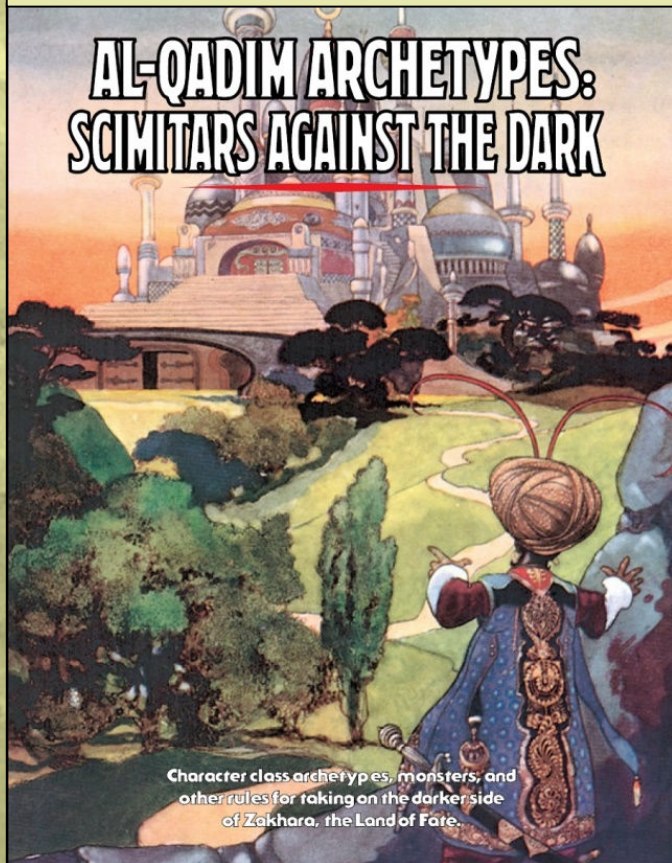
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