

WARLOCK

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BEARFOLK

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BEARFOLK BARONIES AND WANDERING TRIBES

by Sarah Madsen

The Grand Duchy of Dornig is a patchwork of holdings with nobles of various lineages governing baronies of varying sizes, all ostensibly swearing fealty to the three main houses of Dornig—House Hirsh-Dammung, House Vann Rottsten, and House Aldous-Donner—and ultimately to the Imperatrix herself. Also within the boundaries of Dornig is the Arbonesse Forest, a sprawling, primeval woodland that houses the River Court of the elves. Bearfolk are just as uncommon in these lands as any other region outside of the Moon Glade and the Northlands, but several of them have made their mark on these territories.

Bearfolk Baronies

Though it is nearly unheard of for individuals not of elf, elfmarked, or human parentage to obtain peerage, at least two such bearfolk baronies exist within the borders of Dornig. The opinions of the other nobles on such things are, unsurprisingly, highly varied.

HOUSE STONEFIST (HIRSCHBERG)

Seat: Shadowbane Estate

Ruling Noble: Lord Bhurri Stonefist,

First of His Name, Renderer of Shadows and Stalwart Defender of the Realm (N bearfolk fighter 10)

Swears Fealty to: Hirsh-Dammung

When Bhurri Stonefist arrived in Dornig, it was to crack skulls—no two ways about it. He traveled from city to city, hiring himself out to anyone who would have him, joining up with any even moderately armed group he thought might see battle. Lucky for the jet-black grizzlehide, he happened to sign on with a contingent in Hirschberg just as a horde of undead from Krakovar mounted

a poorly advised attack on the outer holdings of House Hirsh-Dammung (later disavowed by Princess Hristina, naturally). Bhurri's prowess in battle won him the admiration of his fellow soldiers-in-arms, and his strategic mind won him the attention of the ruling house.

Not content to allow Bhurri to run off and join a potential rival's household, Prince Octabian Hirsh-Dammung made the distasteful decision to award Bhurri with a barony. Shadowbane Estate, named by Bhurri, is a relatively small holding with sickly lands and a crumbling manor (of *only* five bedrooms) that sat empty for years due to its claim being in (rather half-hearted) dispute between two relatives of the former baron. Bhurri's ascension to the estate won him several enemies but allowed Octabian to wash his hands of the whole affair and conveniently turn the two families' ire toward the bearfolk instead of himself.

Bhurri seems oblivious to the fact that, out of all the possible lands he could have been gifted, he was given a rather poor one, and on farthest outskirts of Hirsh-Dammung's holdings at that. However, since gaining his title, Bhurri has brought several of his family members and friends from Björnrike to live with him, and the sleuth of bearfolk make quite a spectacle when they visit the city in all their courtly finery. Bhurri has thrown himself enthusiastically into what he perceives as his role as gentry, dressing in the clothes of the local courtiers rather than the traditional garb of Björnrike and affecting an air of importance and haughty arrogance. So enraptured by his newly noble blood, he does not notice that most of his peers are laughing at his ridiculous, overstuffed bearing, overly flowery title, and decrepit holdings.

HOUSE REDMAW (BAD SOLITZ)

Seat: Redmaw Manor and Winery

Ruling Noble: Baroness Dotti Redmaw
(NG bearfolk bard 14)

Swears Fealty to: House Vann Rottsten

A pale-brown-furred grizzlehide, Dotti Redmaw's fearsome deed name comes not from her jaws being coated in the blood of her enemies, as one would expect, but from the perpetual stain on her teeth from drinking so much wine.

Dotti arrived in Dornig as a young bearfolk, searching for her calling. Though many assumed said calling would include adventuring and many victories in battle, as it so often does with bearfolk, it turned out Dotti did not have the stomach for combat: she instead possessed a refined palate to rival any elven vintner. Her taste and talent naturally led her to Bad Solitz, where she was a frequent customer at many of the taverns and wineries throughout the area. After a while, she took on a job at the winery owned and operated by House Larentil, a small but notable elvish barony, and eventually made somewhat of a name for herself, scandalizing and intriguing the elves and elfmarked around the city in equal measure.

Dotti's ultimate rise came about rather unceremoniously. Prince Dimitor vann Rottsten, angered by a late shipment of wine from the Larentil winery to one of his parties, removed the offending vintner, Tomoran Larentil, from his position (and his barony). Tomoran and his family quickly fled Vann Rottsten's reach, fearing the young prince's wrath would not stop with the removal of a title. Prince vann Rottsten, irritated by the Tomorans' cowardice, gifted the former Larentil lands to Dotti, in part because he'd heard of her talents in winemaking but mostly as a snub to Tomoran—the elf would no doubt see it an insult for his holdings to be placed in the hands of a “talking bear.”

Dotti, for her part, has flourished in her new role, and if she's concerned that the spoiled and mercurial prince might tire of the novelty of having a bearfolk-held barony, she does not show it. She has yet to miss a delivery of wine, and indeed, the prince often loudly claims Redmaw vintages are his favorite—though whether the statement is honest or simply meant as an amusing barb aimed at the other courtiers is unclear. Dotti seems happy to continue running her winery, unperturbed by the political machinations of the other houses around her, reading and painting in her spare time.

The Wandering Tribes of the Arbonesse

While bearfolk are an uncommon sight outside of the Northlands or their stronghold in the Shadow Realm, they nonetheless travel, adventure, and seek out distant shores as much as any other. Given their fierce opposition to the shadow fey, they will sometimes form counter-settlements wherever the shadow fey take root in Midgard. One such location is the primeval Arbonesse Forest within Dornig.

Though it houses the River Court, an elven city on the eastern side of the forest, much of the Arbonesse is still wild and untamed. Recently, shadow fey have seized portions of the forest, and while the elves of the River Court avoid these areas, several tribes of bearfolk have taken it upon themselves to police the edges of these strongholds, pushing back the darkness.

The three wandering tribes were originally one unified group of several hundred bearfolk who followed the Arbonesse shadow fey out of the Shadow Realm and into Midgard when they slipped through the cracks. Once they arrived in the Arbonesse, however, they split into three smaller

groups to better monitor and combat the shadow fey throughout the forest.

While most bearfolk prefer to put down roots in settlements, the tribes in the Arbonesse remain largely nomadic out of necessity. Even still, there are a few favored sites where these tribes settle for shorter periods of time, staying in one place for several weeks or even months in well-constructed but simple homes before moving on to where the threat is the greatest. There are three main tribes within the forest, typically called by the sites within the Arbonesse where they originally settled (and to where they return when given the choice): the River Glen Tribe, the Copse Hollow Tribe, and the Dark Mire Tribe. Often, when the tribes settle, they will intermingle for a period of time before splitting back into separate groups with members shifting from one tribe to the other as it suits them. Unions are common, and children are born... the tribes function within the forest here the same as they would in the Northlands or the Moonlit Glades. Because of this and their unified beginnings, there is little rivalry between the three tribes and the disparate groups are viewed more as extended family rather than separate communities. Each tribe has their own chieftain and hierophant, and all six leaders come together to form a ruling council when larger issues require attention.

Along with maintaining a close eye on the shadow fey in the Arbonesse, the three tribes have set upon themselves another duty: protect the mysterious white hart. These two tasks often go hand-in-hand, and a sighting of the hart is considered a good omen—and a signal to prepare for a fight as the shadow fey are often not far behind in pursuit of the creature. None of the bearfolk know what the white hart may be—though the one with the closest notion may be Fjorli Starsdottir, hierophant of the Dark Mire Tribe—but the tribes recognize there

is something sacred about her and know that if the shadow fey want her dead, the bearfolk will do everything in their power to keep her safe.

The wandering bearfolk tribes of the Arbonesse have a calm peace with the Arbonesse exiles and the other citizens of the River Court. The River Court itself counts a few bearfolk amongst their numbers, and although the River King's stance on the shadow fey's rising power is currently undecided, he does not begrudge the three tribes their more aggressive approach (that is, of course, unless it threatens him and his). The three tribes travel to and trade with the River Court freely and have earned the respect of many of its citizens. Occasionally, one of the tribes' members will decide to settle in the River Court, and on even rarer occasions, someone from the River Court will leave the city to join one of the tribes—and their fight against the shadow fey.

The baronies of Dornig have no official stance on the wandering tribes of the Arbonesse. In all honesty, none of them are quite sure what, if anything, to do about the bearfolk that have taken up residence in the forest. The three main houses are content to let them be, seeing them as a problem for the River Court to contend with, and are happy to let them fight off the shadow fey as long as they keep themselves within the boundaries of the Arbonesse. The nobles consider them little threat and are more concerned with their own political squabbles—though they keep an eye on each other, wary of any one house forming any alliances with this unknown element.

THE RIVER GLEN TRIBE

The River Glen Tribe is as peaceful a tribe as you will find within the borders of the Arbonesse. With the serene Björka Honeytongue as chieftain and the often-distracted Urvul Moonseer as hierophant, the tribe has few internal conflicts, preferring to partake of story and song rather than suffer strife within their ranks. But the cheerful bearfolk can quickly take up arms when a threat arises, and the songs they sing become war cries when the shadow fey are on the move.

CHIEFTAIN BJÖRKA HONEYTONGUE

The chieftain of the River Glen Tribe, Björka is a hulking, black-furred grizzlehide. Though her stature is intimidating, her dark eyes are soft and kind, and she speaks with a calm demeanor. This does not mean she is incapable of violence however, and though she maintains a nigh-unflappable sense of serenity, she nonetheless brooks no threat to her family or friends. She will just as quickly dismember a foe as any other and has no qualms about meting out punishments or justice where necessary, though she will do so stoically and with a no-nonsense sense of duty. She has a surprisingly enthralling singing voice, which she uses to tell tales of her tribe's battles and victories. That, paired with her love of a mug of mead after a long hunt, earned her deed name: Honeytongue.

HIEROPHANT URVUL MOONSEER

The River Glen Tribe's hierophant, Urvul Moonseer is a red-furred purifier from the Moonlit Glades. With a deep understanding of the Shadow Realm from his early years there, he remains vigilant for any signs of darkness amidst the trees or his tribe. He is often found communing with the forest, whether through deep meditation or by receiving a message from a passing songbird, and he counsels Björka on their tribe's movements. Sometimes, he will

disappear for days on end, only to reemerge with stories the trees have told him.

THE COPSE HOLLOW TRIBE

If a younger bearfolk is looking to prove themselves, the Copse Hollow Tribe is where they make their home. Filled to the brim with warriors itching to prove their mettle, the tribe presents a tumultuous exterior but boasts nigh-unbreakable bonds between its members. Much like squabbling siblings, those who number amongst the tribe will bicker, feud, and test each-other's boundaries—all to make each member stronger for the inevitable battles to come—but the moment an outside threat shows itself, they present a nearly impenetrable unified front.

CHIEFTAIN ANGAL SNAPJAW

The younger brother of Björka Honeytongue, this grizzlehide chieftain of the Copse Hollow Tribe is the opposite of his sister in nearly every way. Short (for a bearfolk, at least) and golden-furred, Angal Snapjaw is loud, brash, and quick to anger. His sister's stoicism often frustrates him, and he tends to view her quiet thoughtfulness as inaction. Nevertheless, he is a fierce protector of his tribe and the forest, and his flashfire temper belies a keen and cunning mind.

HIEROPHANT DONGHAL SUNHEART

Donghal Sunheart is a brown-furred grizzlehide of average height and build. A skilled healer, Donghal is the spiritual heart of the Copse Hollow Tribe. With not much mind for martial tactics and combat, he instead focuses on helping the injured, the sick, and the lost, and he works to purge the

darkness wherever he finds it. Whether counseling a fellow tribe member through a difficult life choice, granting blessings over a new birth, or calling upon Freyr and Freyja to smite the shadow fey, Donghal is level-headed and wise in all matters.

THE DARK MIRE TRIBE

The Dark Mire Tribe is perhaps the most eerie of the three tribes of the Arbonesse. These bearfolk warriors prefer stealth and subterfuge to direct attacks, materializing out of the darkness to strike at their enemy, only to disappear into the foliage as if they were never there. Their hit-and-run tactics confuse those who have come to



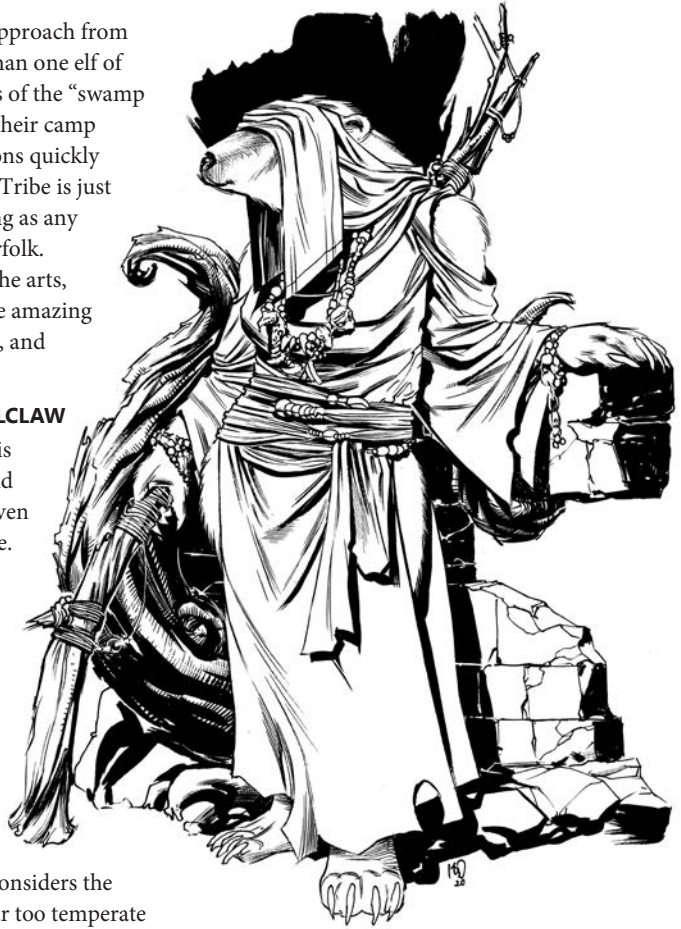
expect a more head-on approach from the bearfolk, and more than one elf of the River Court tells tales of the “swamp ghost” bearfolk. Within their camp however, these impressions quickly fall apart. The Dire Mire Tribe is just as friendly and welcoming as any other community of bearfolk. They value crafting and the arts, and their members create amazing textiles, weaving, pottery, and weapons.

CHIEFTAIN JARLA STEELCLAW

Chieftain Jarla Steelclaw is a massive brown-and-gold grizzlehide who towers even over Björka Honeytongue. The only member of the three tribes’ leadership who did not originate in the Moonlit Glades, Jarla is quick to laugh and just as quick to offer up her clan’s hospitality to visitors, though woe be to anyone who takes advantage of her good nature. She considers the Arbonesse Forest to be far too temperate for her liking and thinks the Arbonesse exiles (and many of the bearfolk from the Moonlit Glade, though she would never say it out loud) are all soft for never weathering a Northlands winter. She came to the Arbonesse searching for adventure, lived for a bit within the borders of the River Court, and then gleefully joined with the three tribes when they emerged from the Shadow Realm, taking leadership of the Dark Mire Tribe in short order.

HIEROPHANT FJORLI STARSODDITIR

Another purifier from the Moonlit Glades, Hierophant Fjorli Starsodditir of the Dark Mire tribe is slight of stature and pale of fur and is the youngest of the tribes’ leadership.



Blind since the day she was born, Fjorli claims to be able to “see” the essences of everything around her, from the smallest plant to the largest Dread Walker, and can tell much about the nature of an entity by studying this aura. Because of this, she is highly insightful and empathic... getting a lie past her is a trick few have managed to successfully pull off, though she may let the deception pass unremarked-upon simply because she understands the motivation behind it. Fjorli has only seen the white hart a handful of times, but each experience has brought her to tears, evoking a loneliness and selflessness she’s been unable to adequately explain or express.

BENGTA THE BEAR MAIDEN

by Celeste Conowitch

Bengta the Bear Maiden is the keeper of healthy communities and the champion who stands against all their threats. She is the ferocious aspect of Lada, the Goddess of Dawn, who takes the form of a radiant bearfolk. The Bear Maiden is much beloved in the Northlands where she is primarily worshipped. In addition to righteous wrath, Bengta presides over dawn, strength, and of course honey.

The Bear Maiden is one mask of the Goddess Lada, though Bengta has her distinct and rich tapestry of legend and myth perpetuated by the citizens of Björnrike. Though most championed by the bearfolk, who share the god's form, human and dwarf healers, community leaders, berserkers, and merchants also worship Bengta's golden radiance. In opposition to the gentle-hearted Lada, Bengta represents the righteous guardian who protects communities. The Bear Maiden is a leader who encourages order and cohesion, ensuring all members contribute to creating a successful whole, much like a colony

of bees. The other side of this cohesive leadership is the staunch devotion to destroying threats that would threaten the community. This commitment to swift and righteous wrath is what sets Bengta apart from Lada's kinder divine masks.

Tales of Bengta often depict her traveling the rough terrain of the Northlands, battling monsters that infringe upon the people she is sworn to protect. There are many tales centered on her dealing with the fey, in particular the great animal lords. The Bear Maiden's weapon is said to be spun from the honey of the Queen of Bee's herself, though none of the god's enemies have survived to confirm this rumor.

Worshippers

Building and maintaining prosperous communities is a crucial aspect of the Bear Maiden's worship, so she is becoming more popular amongst merchants of all stripes. Her straightforward devotion to making good things for good people is highly appealing to most dwarves, and it

GODDESS OF DAWN AND HONEY

Symbol: honeysuckle, bee, radiant eye

Divine Domains: Keeper, Life, Strength

Alignment: Good

Favored Weapons: Battleaxe and greataxe

is not uncommon to find her worshippers amongst their ranks.

Bengta's reputation as a keeper makes her popular amongst all people who travel in large nomadic units. Many human berserkers, bearfolk warriors, hunters, and devoted parents are drawn to the Bear Maiden's strength to protect what is most important to them.

Shrines and Priests

The city of Bjeornheim is the center of the Maiden's worship, and it is widely populated with her temples, shrines, and statues. Though Bjeornheim is the only city so devoted to the Bear Maiden aspect of Lada, her shrines and followers can be found wherever the Bearfolk have passed through. Homage to the golden-hearted defender is paid throughout the Northlands, the Rothenian Plains, and even small pockets of the Shadow Realm.

Shrines to Bengta often double as functioning apiaries. Bee products are produced and sold to local communities with a portion always reserved to offer to the goddess. It is not unknown for meaderies to also donate part of their profits to the Bear Maiden's holy sites to cultivate good fortune.

Priests of the Bear Maiden often hold key jobs in their communities. Bengta's devoted most commonly serve as dedicated warriors, government leaders, healers, and farmers. Worshipping the goddess requires active participation in improving one's social landscape, which means her priests and shrines rarely fit the cloistered model of other faiths.

What Bengta Demands

The Bear Maiden demands placing those who are cared for above all else. She requires selfless action and constant vigilance against evils that would affect close-knit groups. The Bear Maiden encourages her chosen

to create joy and prosperity for all within their reach. And whenever this prosperity is threatened, she demands swift action to destroy the cause. A follower who spends their time industriously is likely to receive the god's full favor.

Keeper Domain

The Keeper domain focuses on social bonds and well-regulated communities. These communities might be as small as an adventuring party or as large as a city, but all require safety and comfort to thrive. Clerics of the Keeper domain excel in leadership positions and are the first to take up arms when their homes or allies need protection.

KEEPER DOMAIN SPELLS

Cleric Level	Spells
1st	<i>command, hunter's mark</i>
3rd	<i>calm emotions, warding bond</i>
5th	<i>beacon of hope, spirit guardians</i>
7th	<i>death ward, guardian of faith</i>
9th	<i>hallow, telepathic bond</i>

BONUS PROFICIENCIES

At 1st level, you gain proficiency with martial weapons. You also gain proficiency in the Persuasion skill.

BLESSED CHOSEN

Starting at 1st level, you can assert your divine will to protect your allies. When an enemy within 30 feet of you that you can see attacks one of your allies, you can use your reaction to impose disadvantage on the attack roll before it hits or misses.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: DIVINE INITIATIVE

Starting at 2nd level, you can Channel Divinity to enhance your allies' potential.



As an action, you present your holy symbol and choose a number of creatures you can see and that can see you within 60 feet of you, up to a number equal to your Wisdom modifier (minimum of one). Each of them gains 5 temporary hit points. When a target gains these temporary hit points, they can immediately use their reaction to make one weapon attack.

The number of temporary hit points increases when you reach certain levels in this class, increasing to 8 at 6th level, 11 at 8th level, and 14 at 17th level.

CHANNEL DIVINITY: FIGHTING FIT

At 6th level, you can use your Channel Divinity to end harmful conditions affecting your allies.

As an action, you present your holy symbol and choose a number of creatures you can see within 60 feet (this can include yourself), up to a number equal to your Wisdom modifier (minimum of one). Any charmed, frightened, paralyzed, or stunned conditions affecting the target end.

HOBBLING STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, the target must make a Strength saving throw against your spell save DC or be knocked prone. When you reach 14th level, the target's speed is also halved until the start of your next turn.

DUTY OVER DEATH

Starting at 17th level, you can exert your power to call companions back from the brink of death. When an ally you can see within 60 feet of you is reduced to 0 hit points but not killed outright, they instead remain conscious and regain hit points equal to your Wisdom modifier. You can



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

Oath of the Guardian

The Oath of the Guardian is sworn to defend the community. Those who take this oath always do so with a particular group, town, region, or government in mind. Taking the mantle of a guardian is a solemn vow to place the needs of the many before the needs of yourself and requires constant vigilance.

TENETS OF THE GUARDIAN

Encourage Prosperity. You must work hard to bring joy and prosperity to all around you.
Preserve Order. Order must be protected and preserved for all to enjoy. You must work to keep treasured people, objects, and communities safe.

Decisive Action. Threats to peaceful life are often nefarious and subtle. The actions you take to combat such threats should not be.

OATH OF GUARDIAN SPELLS

Paladin Level	Spells
3rd	<i>litany of sure hands (see Deep Magic), shield of faith</i>
5th	<i>mantle of the brave (see Deep Magic), spiritual weapon</i>
9th	<i>beacon of hope, create food and water</i>
13th	<i>banishment, invested champion (see Deep Magic)</i>
17th	<i>creation, inspiring speech (see Deep Magic)</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Inspired Leadership

You can use your Channel Divinity to inspire your allies with your faith. As an action, you can choose a number of creatures you can see within 30 feet of you, up to a number equal to your Charisma modifier (minimum of one). For 1 minute, all the chosen creatures have advantage on Strength, Constitution, and Charisma saving throws.

Turn the Uncivil

As an action, you can cause wild creatures to flee from your presence using your Channel Divinity. Each creature within 30 feet with a Charisma score of 6 or less that can see or hear must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can only use the Dash action or try to escape from an effect that prevents it

from moving. If there's nowhere to move, the creature can use the Dodge action.

AURA OF AWARENESS

Starting at 7th level, allies around you are more alert and ready to act. You and friendly creatures within 10 feet of you have advantage on initiative rolls. In addition, you and any of your companions within 10 feet of you can't be surprised, except when incapacitated.

At 18th level, the range of this aura increases to 30 feet.

HOLD THE LINE

You can turn an ally's success into an opportunity. When you or another creature you can see within 20 feet of you is forced to make a saving throw, you can use your reaction to grant a bonus to the target's save, potentially causing it to succeed. The bonus equals your Charisma modifier (minimum of +1). If the save is successful, you or the allied target can make one weapon attack against the attacker as part of your reaction, provided the attacker is within the weapon's range.

You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.

BAND OF HEROES

At 20th level, you gain the ability to charge your allies with divine heroism. As an action, you can target a number of creatures equal to your Charisma modifier (this can include yourself). They gain the following benefits for 1 minute:

- The creature is cured of all disease and poison and becomes immune to being frightened or poisoned.
- The creature makes all Wisdom and Constitution saving throws with advantage.
- The creature gains 2d10 temporary hit points.

BEARFOLK HONEY ITEMS

by Celeste Conowitch

The bearfolk of the Northlands, the Rothenian Plains, and Dornig are renowned for their love of honey. No other race in Midgard can claim a matched knowledge of the cultivation of bees and the resources they produce.

The material benefits from beekeeping are obvious, but the bearfolk have also honed the craft to produce various powerful items, and the Bear King, in particular, has led the efforts in the brewing of magical meads.

Presented here are a collection of items developed by the bearfolk, using their intimate knowledge of bees, both magical and mundane. Some of these items enhance beekeepers' capabilities, others were forged by bee-like fey, and some are infused with the natural potency found in domestic hives.

Equipment

This is a collection of non-magical items developed by the bearfolk, including equipment to harvest and raise bees.

BEE VENOM

Poison

This poison must be harvested from the giant bees common in Björnrike. A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. The poisoned creature is paralyzed. The creature can repeat

the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bee venom must be delivered via injury. Injury poison can be applied to weapons, ammunition, trap components, and other objects that deal piercing or slashing damage and remains potent until delivered through a wound or washed off. A creature that takes piercing or slashing damage from an object coated with the poison is exposed to its effects.

BEEKEEPING TOOLS

Tool

Using beekeeping tools, you can establish, maintain, and harvest beehives. Tending hives requires space and regular maintenance, but the process yields several valuable commodities, including wax, venom, and honey.

Components. Beekeeping tools consist of protective gear, a smoker, hive tools, a bee brush, and extracting equipment.

Nature. Proficiency with beekeeping tools gives you additional insight on Intelligence (Nature) checks concerning flowering plants and stinging insects.

Animal Handling. Proficiency with beekeeping tools gives you additional insight on Wisdom (Animal Handling) checks concerning bees and bee-like creatures.

Medicine. Proficiency with beekeeping tools gives you additional insight on Wisdom (Medicine) checks concerning venom.

Honey Production. If maintained, you can harvest 2 pounds of honey each week from a standard beehive.

ACTIVITY

Harvest honey	DC 10
Repair or construct a new hive	DC 15
Diagnose and treat a sick hive	DC 20

CHANDLER'S TOOLS

Tool

With chandler's tools, you can use beeswax and other materials to make and sell candles. Candle making (or chandlery) requires access to raw materials and storage space to cure but can be a lucrative profession.

Components. Chandler's tools consist of storage containers, wicks, molds, essential oils, and a cauldron.

Religion. Proficiency with chandler's tools gives you additional insight on Intelligence (Religion) checks about religious rituals.

Survival. Proficiency with chandler's tools gives you additional insight on Wisdom (Survival) checks concerning starting, stopping, or controlling non-magical fires.

Nature. Proficiency with chandler's tools gives you additional insight on Wisdom (Nature) checks concerning the properties of wax, soaps, oils, and similar materials.

Candle Production. With access to proper materials and time, you can make 100 tapered candles each week.

ACTIVITY

Make a basic candle	DC 10
Make a special type of candle	DC 15
Identify the origin and components of a candle	DC 20

INSECTBANE CANDLE

Adventuring Gear

This heavily scented candle is repellent to insects. While it burns, non-magical insects will not come within a 5-foot radius.

This candle burns for 1 hour and sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

SWEET VENGEANCE

Poison

This sweet poison is distilled over a long time and requires a great deal of the venom produced by worker bees. It is indistinguishable from honey in taste. A creature that ingests this poison must succeed on a DC 17 Constitution saving throw. If the saving throw fails by 5 or more, the creature crystalizes and is instantly petrified. Otherwise, a creature that fails the save begins to turn to crystalized honey and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

A creature must swallow an entire dose of sweet vengeance to suffer its effects. The dose can be delivered in food or a liquid. You may decide that a partial dose has a reduced effect, such as allowing advantage on the saving throw.

Magic Items

This is a collection of magic items developed using honey. Several common and magical varieties of bees exist in Midgard, providing ample sources for these treasures.

BEAR PAWS

Wondrous Item, uncommon (requires attunement)

These hand wraps are made of flexible beeswax that ooze sticky honey. While

wearing these gloves, you have advantage on grapple checks. In addition, creatures grappled by you have disadvantage on any checks made to escape your grapple.

BIG DIPPER

Rod, rare (requires attunement by a spellcaster)

This wooden rod is topped with a ridged ball. When active, the ridges flow with delicious honey. The rod has 7 charges for the following properties. It regains 1d6 + 1 expended charges daily at dawn. If you expend the rod's last charge, roll a d20. On a 1, the rod melts into a pool of non-magical honey and is destroyed.

Spells. While holding the rod, you can use an action to expend some of its charges to cast one of the following spells (save DC 17): *hold monster* (5 charges) or *hold person* (2 charges).

Sticky Stick. While holding the rod, you can use your reaction to expend 1 charge and magically stick it to any surface. Until you use an action to end the effect, the rod remains stuck. The rod can hold up to 8,000 pounds of weight. More weight causes the rod to deactivate and fall.

FIGURINE OF WONDROUS POWER (AMBER BEE)

Wondrous item, rare

A figurine of wondrous power is a statuette of a beast small enough to fit in a pocket. If you use an action to speak the command word and throw the figurine to a point on the ground within 60 feet of you, the figurine becomes a living creature. If the space where the creature would appear is occupied by other creatures or objects or if there isn't enough space for the creature, the figurine doesn't become a creature.

The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you

issue no commands, the creature defends itself but takes no other actions.

The creature exists for a duration specific to each figurine. At the end of the duration, the creature reverts to its figurine form. It reverts to a figurine early if it drops to 0 hit points or if you use an action to speak the command word again while touching it. When the creature becomes a figurine again, its property can't be used again until a certain amount of time has passed, as specified in the figurine's description.

Amber Bee (Rare). This amber statuette is of a honeybee. It can become a giant bee for up to 6 hours. Once it has been used, it can't be used again until 5 days have passed.

GIANT BEE

Large beast, unaligned

Armor Class 13

Hit Points 59 (7d10 + 21)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	2 (-4)	12 (+1)	8 (-1)

Senses Perception +5

Languages —

Challenge 2 (450 XP)

ACTIONS

Multiattack. The giant bee makes two attacks with its stinger.

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 10 (3d6) poison damage on a failed save or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

GOLDEN BOLT

Weapon (crossbow, heavy), uncommon (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Immediately after firing a bolt from this weapon, another golden bolt forms to take its place. This crossbow does not have the loading property.

GUARD HIVES

Wondrous Item, rare

A guard hive is a 100-pound structure that can be placed on any flat surface able to sustain its weight. Once placed, the hive populates with large bees (use giant wasp statistics) in 1d4 days. Once populated, any creature that comes within 30 feet of the hive triggers 20 bees to emerge and attack all creatures that they can see. Any slain bees regenerate in 1d4 days.

The bees do not attack creatures who regularly consume the honey generated by the hives (eat it at least once per week). Only a creature proficient with beekeeping tools can harvest the honey from guard hives.

The hive has AC 15, 50 hit points, vulnerability to bludgeoning damage, and immunity to poison and psychic damage. Reducing the hive to 0 hit points destroys it and the bees contained within it.

HONEY BUCKLE

Wondrous Item, varies (requires attunement)

While wearing this belt buckle, you can use an action to magically assume the shape of a creature determined by the variety of buckle. Once you use this property, you cannot transform this way again until the following dawn.

The transformation lasts for 1 hour, until you choose to revert to your normal form, or until you drop to 0 hit points or die. Your game statistics are replaced by the statistics of the creature, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores.

You assume the hit points of the new form. When you revert to your normal



form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

You are limited in the actions you can perform by the nature of your new form: you can't speak, cast spells, or take any other action that requires hands or speech.

Your gear melds into the new form. You can't activate, use, wield, or otherwise benefit from any of your equipment.

Honey Buckle

TYPE	CREATURE	RARITY
Black Honey Buckle	Black Bear	Uncommon
Brown Honey Buckle	Brown Bear	Rare
White Honey Buckle	Polar Bear	Very Rare

HONEY TRAP

Wondrous item, rare

These jars are made of beaten metal and engraved with honeybees. Each honey trap has 7 charges. While holding the jar, you can use an action to expend 1 charge to hurl a

glob of honey at a target within 30 feet as a ranged weapon attack. If the attack hits, the glob expands, and the creature is restrained.

A target restrained by the honey can use an action to make a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check (target's choice). On a success, the creature is no longer restrained by the honey.

The honey trap regains 1d6 + 1 expended charges daily at dawn. If you expend the jar's last charge, roll a d20. On a 1, the jar shatters and loses all its magical properties.

HONEYPOT OF AWAKENING

Wondrous Item, uncommon

If you place one pound of honey inside this pot, it transforms into an ochre jelly in 24 hours. It requires an action to dump the jelly from the pot, which must be placed within 5 feet of you. Once dumped, the ochre jelly is hostile to all creatures, including you.

Only one ochre jelly can occupy the pot at any time.

RING OF URSA

Ring, rare (requires attunement)

This wooden ring is set with a strip of fossilized honey. While wearing this ring, you gain the following benefits:

- Your Strength score increases by 2, to a maximum of 20.
- You have advantage on Charisma (Persuasion) checks made to interact with bearfolk.

In addition, while attuned to the ring, your hair grows thick and abundant. Your facial features grow more snout-like, and your teeth elongate.

If you aren't a bearfolk, you gain the following benefits while wearing the ring:

- You can now make a bite attack as an unarmed strike. If your bite hits, you deal 1d6 + your Strength modifier piercing damage.



- You gain a powerful build and count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
- You can speak, read, and write Northern.

STINGER

Weapon (dagger), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you hit a creature with an attack using this weapon, the target must succeed on a DC 15 Constitution saving throw or become paralyzed for 1 minute. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the target is no longer paralyzed. Creatures immune to poison are not affected by the dagger.

Once this property is used, it cannot be used again until the venom recharges the next dawn.

Magical Consumables

This is a collection of consumable magic items created by the bearfolk. The efforts of the reigning Bear King Mesikammen are responsible for driving the creation of many fantastically imbued meads.

GOLDEN DAWN (MEAD)

Potion, uncommon

This amber mead is flecked with edible gold and has a sour taste.

When you drink this mead, you immediately reduce your exhaustion level by one. If you do not have any levels of exhaustion, this mead has no effect. Once consumed, you cannot benefit from *golden dawn* again until 24 hours have passed.

MAIDEN'S TEARS (MEAD)

Potion, very rare

This fruity mead is the color of liquid gold and is rumored to be brewed with a tear from the Bear Maiden herself.

When you drink this mead, you regain 10 hit points at the start of your turn if you have at least 1 hit point. This effect lasts for 1 minute.

QUEEN BEE (MEAD)

Potion, rare

This spicy mead is brewed from the Bear King's royal hives and shimmers with a rose-gold hue.

When you drink this mead, your Charisma score changes to 20 for 8 hours. The mead has no effect on you if your Charisma score is already equal to or greater than 20.

ROYAL JELLY

Potion, uncommon

This oil is distilled from the pheromones of queen bees and smells faintly of banana. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and

carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then has advantage on Charisma (Persuasion) checks for 1 hour.

SWEET SUBJECTS (MEAD)

Potion, rare

This aromatic floral mead is pale yellow and sweet to taste.

After you drink this mead, for 1 hour, all beasts that see you must make a DC 13 Wisdom saving throw or be charmed by you for the duration. If you or one of your companions harms a beast charmed by you in this way, the creature is no longer charmed and is immune to effects of this mead for 24 hours.

WINTER COAT (MEAD)

Potion, uncommon

This syrupy mead is deep brown in color and smells of honeyed ham.

When you drink this, you sprout a shaggy coat of fur, 6-inches thick. The fur lasts for 8 hours, after which time it falls off harmlessly. This fur mimics the effects of cold weather gear, protecting from extreme cold.

HONEY AXES

The most well-known of the bearfolk's magical creations are the powerful honey axes. Bearfolk legend tells that when their people first emerged from the forest, several powerful weapons known as "honey axes" were gifted by the fey to the most accomplished warriors. Whether or not this legend is true, possessing one of these powerful weapons is viewed as a symbol of might. The various chieftains of the bearfolk often go to great lengths to find these magical items, sometimes hiring adventurers to follow leads as to their locations.

Presented here is a list of honey axes known to have existed in Midgard, though many of their locations are currently unknown.

AXE OF THE GOLDEN QUEEN

*Weapon (greataxe), artifact
(requires attunement)*

Legend tells of a day long ago when Bengta the Bear Maiden was surveying the reaches of the Northlands. On this journey, she encountered a magnificent queen bee, mortally wounded. Despite the tense relationship between bee and bear, Bengta used her magic to heal the dying creature. As the queen healed, she transformed, and the Maiden was suddenly in the presence of one of the fey animal lords. In return for her kindness, the fey lady promised to forge Bengta a regal weapon to solidify a new friendship between bear and bee.

The fey lady kept her word and forged the *Axe of the Golden Queen*, spun from the honey of her own hive.

The *Axe of the Golden Queen* possesses a blade that shines like an amber-colored diamond. Its grip is formed of swirling black-and-gold metal, imprinted with a honeycomb pattern. The axe is a magic weapon that grants a +3 bonus to attack and damage rolls made with it. When you hit with an attack using it, the target takes an extra 3d10 radiant damage.

Blessings of the Queen. If you are a good character and attuned to the axe, you gain the following benefits:

- You can't be charmed or frightened.
- You are immune to poison damage.
- Your Charisma score increases by 2, to a maximum of 24.

Majestic Visage. While you are holding the greataxe, you can use an action to force any creatures you can see within 30 feet of you to make a DC 17 Wisdom saving throw. On a failure, the target is charmed by you for 1 hour or until you or your companions do anything harmful to it.

Summon Drone. While you are holding the greataxe, you can use an action to summon

a spirit that assumes the form of a giant bee. The bee appears within 30 feet of you and has the statistics of a giant bee (see above) but assumes the fey creature type. The bee has an Intelligence of 6, and it has the ability to understand one language of your choice that you speak.

The bee serves you as a mount, both in combat and out, and you have an instinctive bond with it that allows you to fight as a seamless unit. While mounted on the bee, you can make any spell you cast that targets only you also target the bee.

When the bee drops to 0 hit points, it disappears, leaving behind no physical form. You can also dismiss the bee at any time as an action, causing it to disappear. Only one bee can be summoned at any time.

Once this property has been used, it cannot be used again until the following dawn.

Destroying the Axe. The only way to destroy the axe is to feed it to one of the fey animal lords. Only the animal lords possess the strength to digest the honey spun by another of their kind.

BUZZING BLADE

*Weapon (any sword or axe), rare
(requires attunement)*

You can use a bonus action to speak this weapon's command word, causing the blade to emit a loud buzzing sound. The buzzing noise is audible out to 100 feet. While the sword is buzzing, it deals an extra 2d6 thunder damage to any target it hits. The buzzing lasts until you use a bonus action to speak the command word again or until you drop or sheathe the weapon.

CANDIED AXE

*Weapon (battleaxe), very rare
(requires attunement)*

This battleaxe bears a golden head spun from crystalized honey. Its wooden handle is carved with reliefs of bees. While attuned

to the battleaxe, you gain a +2 bonus to attack and damage rolls made with this magic weapon.

Blessing of the Bee. While you are attuned to the *candied axe*, you have immunity to poison damage and advantage on all Charisma-based skill checks made while interacting with beasts.

Honey Drip. While you are holding the battleaxe, you can use an action to cast the *slow* spell (save DC 15) from the weapon. This action can't be used again until the next dawn.

Curse. The axe bears a curse that affects any non-bearfolk that attunes to it. Even if the attunement ends, the curse remains. With each passing day, the creature's physical appearance and stature become more bearlike. After 7 days, the creature looks like a typical bearfolk, but the creature neither loses its racial traits nor gains the racial traits of a bearfolk. The physical changes wrought by the axe cannot be dispelled, but they can be undone by any effect that removes a curse.

GLAZED BLADE

Weapon (any sword or axe), common

A pleasant scent emerges from this weapon. While it is on your person, you have advantage on Charisma (Persuasion) checks made to interact with humanoids and fey.

SWEET NATURE

Weapon (battleaxe), uncommon

You have a +1 bonus to attack and damage rolls made with this magic weapon.

Sweet nature is a +1 battleaxe that deals maximum damage when its wielder hits a humanoid creature. If the wielder attempts to use the axe to damage a plant creature or an object made of wood, the axe's blade liquifies into harmless honey and takes a day to reform.

URSA MAJOR

*Weapon (battleaxe), legendary
(requires attunement)*

When a powerful guardian of the forest passes from the world, a bearfolk preserves a piece of the great beast's soul into an axe. The beautiful battleaxe is missing a triangular shard from one of its honey-colored blades.

You gain the following benefits while holding this magic weapon:

- You gain a +2 bonus to attack and damage rolls made with it.
- You have advantage on Constitution checks. You also gain 2d6 temporary hit points each dawn, which are lost when the sun sets.
- You can't be surprised by beasts while you're not incapacitated. You are also aware when beasts are within 120 feet of you and aren't behind total cover although you don't know their location.
- While you are wielding *ursa minor* in your other hand, attacks with *ursa major* are made with advantage.

Sentience. *Ursa major* is a sentient, chaotic neutral weapon with an Intelligence of 8, a Wisdom of 16, and a Charisma of 10. It has hearing and darkvision out to a range of 120 feet.

The axe communicates by transmitting strong emotion to its wielder, though it can send images to its wielder's mind using limited telepathy.

Personality. *Ursa major* contains the bound spirit of a mighty mother bear. As such, *ursa major* desires nothing more than to be reunited with her lost shard who is bound into the handaxe *ursa minor*. *Ursa major* does all she can to persuade her wielder to find *ursa minor*. Otherwise, *ursa major* primarily expresses primal emotions, often communicating hunger, rage, and the desire for rest.

URSA MINOR

Weapon (handaxe), legendary
(requires attunement)

A shard of the blade of the battleaxe known as *ursa major* was broken off when that axe was made. *Ursa minor*, this handaxe, was created from the broken, honey-colored shard of that greater weapon.

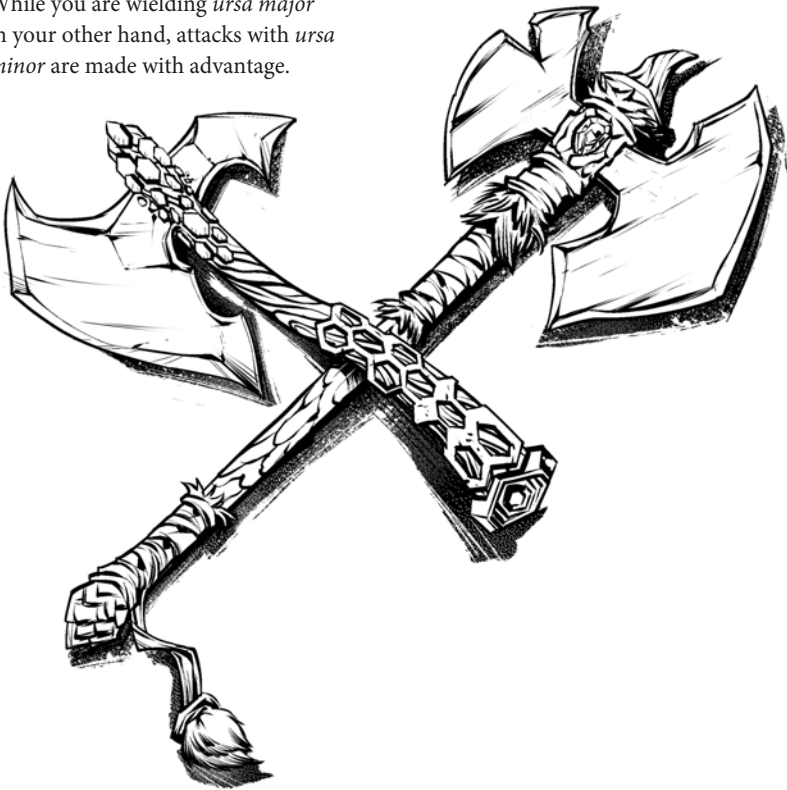
You gain the following benefits while attuned to this magic weapon:

- You gain a +2 bonus to attack and damage rolls made with it.
- You gain 2d6 temporary hit points each sunset, which are lost at dawn.
- You can't be surprised by beasts while you're not incapacitated. You are also aware when beasts are within 120 feet of you and aren't behind total cover although you don't know their location.
- While you are wielding *ursa major* in your other hand, attacks with *ursa minor* are made with advantage.

Sentience. *Ursa minor* is a sentient, chaotic neutral weapon with an Intelligence of 6, a Wisdom of 10, and a Charisma of 8. It has hearing and darkvision out to a range of 120 feet.

The axe is barely sentient since it is a fragmented part of the magic weapon *ursa major*. It can communicate emotions to its wielder, though it is incapable of speech.

Personality. *Ursa minor* contains a small piece of the spirit of a mighty mother bear. As such, *ursa minor* desires nothing more than to be reunited with its mother who is bound into the battleaxe *ursa major*. *Ursa minor* does all she can to persuade her wielder to find *ursa major*. Otherwise, *ursa minor* primarily expresses primal emotions, often communicating hunger and fear.



BEARFOLK MAGIC

by Mike Welham

Others may look at the physically imposing bearfolk and assume they rely solely on brute force to solve their problems, particularly in combat. While this is true in general—and bearfolk clearly value physical might over magical prowess—they have learned to embrace magical traditions. Hitting something with an axe or a paw doesn't always overcome obstacles presented by the hostile environments in the Northlands or the Shadow Realm where they reside. At the same time, atypical bearfolk who show an aptitude for magic still focus most of their time on combat training.

Bearfolk magical traditions vary by location. Those in the Northlands tend toward druidic traditions with a sizable percentage opting to become rangers to marry druid spells with combat expertise. Druids of the Northlands work with nature to ensure good harvests, to blunt the worst effects of bitter winters, and, most crucially, to tend honeybees and their hives. The importance of honeybees among the Northlands bearfolk has spurred the development of a bee-centric magic tradition among their druids. They also use their magic to summon animals in

their defense, alter the weather to their advantage in combat, and manipulate the earth to create shelter or thwart enemies. Clerics who devote themselves to nature and martial deities are the second most common spellcasters. Bearfolk warriors greatly respect these clerics because of their ability to apply powerful healing during heated battles. Wizards and other spellcasting bearfolk use their spells to overwhelm their enemies, calling forth energies that prove more effective than steel. Against trolls, giants, and werewolves encroaching on their borders, bearfolk sorcerers, wizards, and (the rare few) warlocks use straightforward magic.

In the Moonlit Glades and elsewhere in the Shadow Realm, druidic magic has even more prominence than in the Northlands, owing to the mighty druids who made the first incursions into the Shadow Realm. Druids work to purify the outer boundaries of their realm and keep meticulous watch over land even deep within their borders to counter any corruption attempting to creep in. Bearfolk in the Moonlit Glades worry that non-druid, non-cleric casters are more prone to falling to the corruption pervading the realm, so they have inherent

mistrust toward such casters, even among their own kind. However, they recognize the power these magical practitioners can wield against umbral vampires and other shadow denizens.

The relatively small number of bearfolk inhabiting the Rothenian Plain deal with less hardship in terms of environment but tend toward a nomadic lifestyle common to many people of the plains. Plains bearfolk deem druids and rangers the most valuable spellcasters as they can use their magic to find the least treacherous paths when journeying to a new location and ensure their tribes have access to plentiful meat and grain. Traditions involving bees and other pollinating insects follow from the druids in the Northlands, though the plains druids either tend mobile hives or establish colonies in select fruitful locations.

Bearfolk Druid Circle

At 2nd level, a druid gains the Druid Circle feature. The following option is available to all druids but is especially suited to Northlands bearfolk.

CIRCLE OF BEES

Druids of the Circle of Bees are friends to all stinging insects but focus their attention on honeybees and other pollinating insects. When not adventuring, they tend hives, created by the insects or themselves. They tap into the horror inherent in stinging insects to protect their allies or the fields hosting their bee friends.

CIRCLE SPELLS

Your bond with bees and other stinging insects grants you knowledge of certain spells. At 2nd level, you learn the *true strike* cantrip. At 3rd, 5th, 7th, and 9th levels, you gain

access to the spells listed for those levels in the Circle of Bees Spells table.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

CIRCLE OF BEES SPELLS

Paladin Level	Spells
3rd	<i>blur</i> , <i>bombardment of stings</i> (see below)
5th	<i>fly</i> , <i>haste</i>
7th	<i>giant insect</i> , <i>locate creature</i>
9th	<i>insect plague</i> , <i>telepathic bond</i>



BONUS PROFICIENCY

When you choose this circle at 2nd level, you gain proficiency in Acrobatics or Stealth.

BEE BOND

Starting at 2nd level, you can speak and understand the Bee Dance language. Bees refuse to attack you (even with magical coercion) while other stinging insects must succeed on a Charisma saving throw against your spell save DC or have disadvantage on their attack rolls against you. Additionally, you can expend one use of your Wild Shape as an action to grow a bee's stinger, typically growing from your wrist. The stinger deals 1d4 piercing damage, and if you hit, the target must make a Constitution saving throw against your spell save DC, taking 1d6 poison damage on a failed save or half as much damage on a successful one. If the target's saving throw is successful, it is immune to poison damage from your stinger for the next 24 hours.

The stinger lasts for 10 minutes or until you use your Wild Shape again.

FLIGHT OF THE BUMBLEBEE

At 6th level, you can Dash as a bonus action. When you do so, creatures have disadvantage on attack rolls against you.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

HIVE MIND

At 10th level, when you cast *telepathic bond*, all creatures in the link have advantage on Intelligence, Wisdom, and Charisma ability checks if at least one creature in the link has proficiency in a skill that applies to a check. Additionally, if one creature in the link succeeds on a Wisdom (Perception) check to notice a hidden creature or on a Wisdom (Insight) check, all creatures in the link are treated as if they succeeded on the check. Finally, a linked creature can use its

reaction to grant advantage on an attack roll to another linked creature it can see.

MANTLE OF BEES

At 14th level, you can spend an action to cover yourself in bees. While you have a mantle of bees, you gain a +2 bonus to AC. Additionally, any adjacent creature that hits you with a melee weapon must make a Constitution saving throw against your spell save DC, taking 1d6 piercing damage and 1d6 poison damage on a failed save or half as much on a successful one. A creature that fails its saving throw is poisoned until the end of its next turn. You also have advantage on Charisma (Intimidation) checks while covered in bees.

You can spend an action to direct the bees to swarm a 10-foot-radius sphere within 60 feet of you. All creatures in the area must make a Constitution saving throw against your spell save DC, taking 4d6 piercing damage and 4d6 poison damage on a failed save or half as much on a successful one. A creature that fails its saving throw is poisoned for 1 minute. When you use this ability, you dismiss the mantle.

The mantle lasts for 1 hour or until you dismiss it.

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

Bearfolk Magic Items

The following magic items are suited for or inspired by bearfolk.

BRAWN ARMOR

Armor (hide armor), rare (requires attunement)

While you wear this armor crafted from a grizzly bear's hide, you gain a +1 bonus to AC, and you have advantage on grapple checks. The armor has 3 charges. You can expend 1 charge as a bonus action to inflict your unarmed strike damage to a creature

you are grappling. The armor regains all expended charges at dawn.

CHIEFTAIN'S AXE

*Weapon (battleaxe), very rare
(requires attunement)*

Furs conceal the worn runes lining the haft of this oversized battleaxe with a silvered head. You gain a +2 bonus to attack and damage rolls made with it.

You can use an action to raise the axe while shouting a rallying cry. All allies who can hear and see you can use a reaction to make a melee attack. You can't use this property again until you finish a long rest.

If you are a non-bearfolk, bearfolk who see you carrying the chieftain's axe have a starting attitude of hostile. You also have disadvantage on Charisma checks to influence a bearfolk. However, if you turn the axe over to bearfolk, provided you haven't used the axe against bearfolk to their knowledge, they have a starting attitude of friendly.

HEALTHFUL HONEYPOT

Wondrous Item, rare

This clay honeypot weighs 10 pounds. A sweet aroma wafts constantly from it, and it produces enough honey to feed up to 12 humanoids as if they had consumed 1 day's worth of rations. You can use an action to eat one of the remaining portions of honey to regain 1d8 hit points. The honeypot replenishes its uses at dawn.

You can use the honeypot's magic to create a resplendent honey-based banquet, including an exquisite mead. Up to twelve creatures can feast on the banquet, which requires an hour to consume. After the hour is over, each creature that participated is cured of all diseases and poison, becomes immune to poison and being frightened, and makes all Wisdom saving throws with advantage. These benefits last for 24 hours.

If the honeypot is used in this way, it loses all of its magic for 1 week.

Bearfolk Spells

Bearfolk from a variety of spellcasting traditions can choose from these spells.

ABRUPT HUG

1st-level transmutation (ranger)

Casting Time: 1 reaction, which you take when you or a creature within 30 feet of you takes an Attack action

Range: 30 feet

Components: V

Duration: Instantaneous

You or the creature taking the Attack action can make an unarmed strike. If the spell's subject hits, it can grapple the target in addition to dealing damage to the target.

BEAST WITHIN

4th-level transmutation (druid, ranger, warlock)

Casting Time: 1 round

Range: 30 feet

Components: V, S, M (fang or tooth from a lycanthrope)

Duration: Concentration, up to 1 hour

You imbue a target creature with a touch of lycanthropy. The target must be a willing bearfolk or other creature with a shared ancestry with lycanthropes. For the duration, the target gains resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered. Additionally, the target has advantage on Wisdom (Perception) checks that rely on hearing or smell, as appropriate to the lycanthrope. Finally, the creature gains a claw attack that deals slashing damage equal to its unarmed strike damage and a bite attack that deals piercing damage equal to its unarmed strike damage +2. The target's bite damage does not inflict lycanthropy.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each spell slot above 4th.

BOMBARDMENT OF STINGS

2nd-level evocation (druid, ranger, sorcerer, wizard)

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S, M (a handful of bee stingers)

Duration: Instantaneous

Each creature in a 30-foot cone must make a Dexterity saving throw. A creature takes 4d6 piercing damage and is poisoned for 1 minute on a failed save or half as much damage and is not poisoned on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

FIND THE MOONLIT PATH

2nd-level divination (druid)

Casting Time: 1 action

Range: Self

Components: V, S, M (sliver of stone from a Moonlight Glades border marker)

Duration: Concentration, up to 8 hours

Bearfolk from the Moonlight Glades share this spell with known allies but otherwise guard the spell's secrets. For the duration, you can sense the location of shadow roads leading to the Moonlight Glades. When in sight of such a shadow road, it glows silver.

JARRING GROWL

1st-level enchantment (ranger, warlock)

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Instantaneous

You loose a growl from deep within the pit of your stomach, causing others who can hear it to become unnerved. You have advantage on Charisma (Intimidation) checks you make before the beginning of your next turn. Additionally, creatures adjacent to you must make a Wisdom saving throw. On a failure, you have advantage on attack rolls against that creature until the end of your turn. You are aware of which creatures failed their saving throws.

LESS FOOL, I

1st-level divination (bard, cleric)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

A creature you touch becomes less susceptible to lies and magical influence. For the duration, other creatures have disadvantage on Charisma checks to influence the protected creature, and the creature has advantage on spells that cause it to become charmed or frightened.

At Higher Levels. If you cast this spell using a spell slot of 3rd level or higher, the duration is concentration, up to 1 hour. If you use a spell slot of 5th level or higher, the duration is 8 hours. If you use a spell slot of 7th level or higher, the duration is 24 hours. If you use a 9th level spell slot, the duration is 1 year. Using a spell slot of 5th level or higher grants a duration that doesn't require concentration.

NEVER SURRENDER

3rd-level abjuration (bard, cleric, paladin, ranger)

Casting Time: 1 reaction, which you take when you or a creature within 60 feet of you drops to 0 hit points.

Range: 60 feet

Components: V, S

Duration: Instantaneous

When the spell's subject is reduced to 0 hit points, the spell allows them to fight looming death to stay in the fight. The spell's recipient does not fall unconscious but must still make death saving throws as normal. However, they need not make a death saving throw until after the end of their next turn, but that first subsequent death saving throw is at disadvantage. Additionally, massive damage required to kill the subject outright increases such that the damage must equal or exceed twice the subject's hit point maximum. Should the target's hit points be increased to 1 or greater, the effects of this spell end.

At Higher Levels. If you cast this spell using a spell slot of 6th level or higher, the spell's subject does not have disadvantage on its first death saving throw.

OVERSIZED PAWS

2nd-level transmutation (druid, ranger)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (claw or talon from a bear or other large animal)

Duration: Concentration, up to 1 minute

Until this spell ends, the hands and feet of one willing creature you choose within range become oversized and more powerful. For the duration, the creature adds 1d4 to damage it deals with its unarmed strike.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each spell slot above 2nd.

SHARED FRENZY

3rd-level enchantment (bard)

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You yell defiantly as part of casting this spell to encourage a battle fury among your allies. Each ally in range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, it gains resistance to bludgeoning, piercing, and slashing damage and has advantage on attack rolls. However, attack rolls made against the creature have advantage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can designate one creature for each slot level above 3rd. The spell does not give advantage on attack rolls against the designated creature(s).

SILVERSHOUT

2nd-level abjuration (bard, cleric)

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S, M (ounce of silver powder)

Duration: Instantaneous

You unleash a shout that coats all creatures in a 30-foot cone in silver dust. If a creature in that area is a shapeshifter, the dust covering them glows. Additionally, each creature in that area must make a Constitution saving throw. On a failed save, all weapon attacks against that creature for 1 minute are considered to be silvered for the purposes of negating resistances and immunities.

SUDDEN SLEUTH

4th-level conjuration (druid)

Casting Time: 1 action

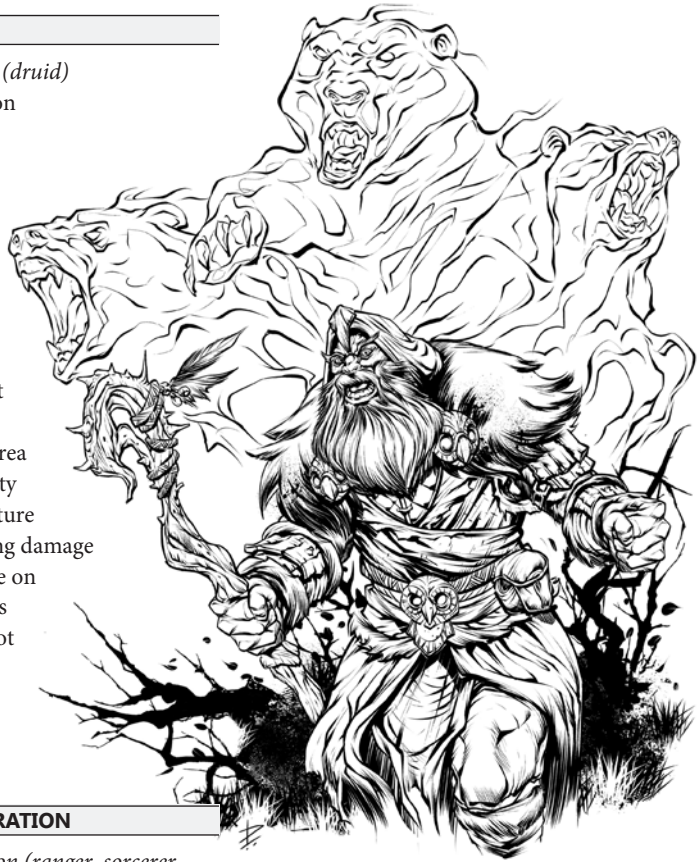
Range: 60 feet

Components: V, S

Duration:

Instantaneous

With a growl, you call forth dozens of bears you direct to overrun all creatures in a 20-foot square within range. All creatures in the area must make a Dexterity saving throw. A creature takes 6d6 bludgeoning damage and is knocked prone on a failed save or half as much damage and not knocked prone on a successful one. The bears disappear after making their charge.



SUPPRESS REGENERATION

1st-level transmutation (ranger, sorcerer, warlock, wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (skin from a troll or other regenerating creature)

Duration: 1 minute

You attempt to temporarily remove the ability to regenerate from a creature you can see within range. It must make a Fortitude saving throw. If it fails the saving throw, it can no longer regenerate damage (through Regeneration or a similar trait). It can receive magical healing as usual.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Modifications to Existing Spell Lists

Bearfolk druids add *tiny hut* to their spell list. The spell must be cast in an area with sufficient space to hold a cave, and it creates a cave per the spell's dimensions that lasts for the duration.

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