



SELÛNE'S GRIMOIRE

D&D HOMEBREW

A collection of new grim and extraordinary wolf themed options for the world's greatest roleplaying game.

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LYCAN

Once upon a time, there was a grandfather, who told his grandson, "Grandson, there are two wolves inside of me. One wolf is white, good and altruistic, generous and kind, and the other wolf is black, mean and greedy, violent and angry. The two wolves are in a constant fight within me." The grandson, with wide eyes, says, "But which one will win, grandpa?" And the grandfather says, "The one which I feed."

– Native American proverb

TRAGIC PAST

Not much is known of lycans, their beginnings are shrouded in mystery and fear. Many do not differentiate a lycan from a werewolf and those that can't, often do not get the chance to find out which may be stalking them.

The belief is that they were disciples of the Moon Goddess Selûne that had contracted lycanthropy in their devotion to her. Selûne, having taken pity on her loyal servants, gave them the wisdom and knowledge to control the curse. Often called 'the moon cursed', they went into isolation. It took generations of hardship to survive with what they had become. They can only pass their particular strain of lycanthropy to their offspring which is why they are accepted in few adventuring parties and communities outside of their pack, for fear of an outbreak would not exist.

HIDING IN PLAIN SIGHT

Lone lycans will generally only reveal their true nature to trusted companions. A lycan that is forced to reveal their secrets too early can be a dangerous beast. Feeling forced they may choose to destroy the evidence before being betrayed (this would include any witnesses to their transformation).

DUALITY

Their will has become their own and living a life as both man and beast can be a trailing existence. Lycans are mostly unwelcome in all lands for their anthromorphic resemblance to Werewolves, a feared and hostile monstrosity. Lycans have never abandoned their humanity and spent lifetimes to perfect the ability to change their shape to their human counterpart. Allowing them to trade and grow alongside other humanoid civilisations.

Most beings could not tell a human and lycan apart when they have shapeshifted. However, when the heat of battle starts, a lycan's feral blood may not be satisfied and its true strength can come forth. It is because of this, they have learned to create armor and weapons that can be used in both forms. The strapping and plates moulding to the wearer's changing shape.

PACK LIFE

Lycans live in packs consistent to Human families. Often these families will take in travelling lycans as pack members. Most packs will be governed by a Alpha lycan (male or female). Disagreement in leadership will generally form another pack.

LYCAN NAMES

As most packs stay together, names will tend to be similar amongst pack members. Lycans that choose to be a lone wolf may take on a human name to better integrate into their surroundings.

Male lycan Names: Lucian, Huan, Karkaras, Drauglir, Fenrir, Volfir, Thurin, Caracaro, Tilion

Female lycan Names: Luthien, Hunen, Khugan, Drauglin, Fenris, Volfin, Luin, Orome, Gwath

LYCAN TRAITS

Your lycan character has certain traits deriving from your lycanthropic ancestry.

Ability Score Increase. Your Strength score increases by 2.

Age. Lycans reach maturity in their late teens and live less than a century, similar to humans.

Alignment. Lycans inherit a chaotic tendency from their lycanthropic ancestry. Many other races perceive them as dangerous and they are happy to encourage the stereotype. They have however, overcome the more bestial parts of their nature.

Size. Lycans vary in height, from around 5 feet to well over 6 feet tall, with a muscular build. Regardless of your position in that range, 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.

Keen Hearing and Smell You gain advantage on Wisdom (Perception) checks that rely on hearing or smell.

Shapeshifter. You can use a bonus action to transform into a human, or back into your true lycan (wolf-humanoid hybrid) form. You can speak, use equipment, and wear armor in either form and your human form always looks the same. You automatically revert to your true lycan form if you fall unconscious, drop to 0 hit points, or die.

While in human form, combat or stress may cause you to change against your will. To resist this change, you must make a Wisdom saving throw (DC is half the amount of damage you took). If you fail your saving throw, you immediately change into your lycan form.

Predatory Strikes (lycan form only). Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

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

Subraces. Two main subraces of lycan populate the worlds of D&D: Draug lycan and Ithilien lycan.

ITHILIEN LYCAN

Ithilien lycans (or moon pack) are known to be the largest and oldest pack in lycan history. Believed to be originating directly from the Selûne servants who managed to first control the lycanthropy curse, they command much respect and fear in those that cross their path.

Ability Score Increase. Your Charisma score increases by 1.

Pack Leader (lycan form only). You can use your action to howl and inspire your allies. When you do so, friendly creatures within 10 feet of you that can hear you have advantage on Attack rolls against creatures until the end of your next turn. Once you use this trait, you can't use it again until you finish a long rest.

DRAUG LYCAN

Draug lycans are known to be more isolated, often abandoning their packs to live a life of solidarity in the wild. If travel's do come across a lycan, it is most likely a draug lycan, joining adventuring parties as hunters or scouts.

Ability Score Increase. Your Wisdom score increases by 1.

Natural Stalker. You have proficiency in the Wisdom (Survival) skill.

Feral Sprint (lycan form only). When you make a Dash action, your movement speed increases by an amount equal to half your speed.



LYTHARI

The Ly'Tel'Quessir have the ability to polymorph into wolves. Unlike werewolves, lythari don't have a hybrid form and aren't afflicted by a curse. They dwell together in secretive packs, primarily in wolf form, living free in the deep wilds of the world.

Lythari packs are almost exclusively found in wood elf lands or on the isle of Evermeet. Lythari propagate using a ritual of bonding that will turn the other party into a lythari. This ritual only works if both parties agree to the transformation. It leaves a permanent scar on the transformed, which resembles a wolf bite.

Physical combat is abhorrent to lythari. If they aid in warfare at all it would be in a scouting capacity or as a messenger, using their speed to their advantage. However, if cornered or forced to defend their kin, they have a powerful bite which they can use to great effect. Otherwise, they only attack when hunting, preferring deer, rabbit and wild boar, much like a wolf.

Lythari packs are small, usually numbering no more than thirty, a dozen or so of which will be too young to fend for themselves. They do not fashion metal objects of any kind and the rare spellcasters amongst them tend to be priests of one of the nature deities. All members of a lythari pack are treated equally, with no real leaders. As such, these packs tend to be quite anarchic and are increasingly rare. Lone lythari are readily accepted within normal wolf packs and treated deferentially but are left out of the pack hierarchy.

The lythari is an additional elf subrace.

LYTHARI TRAITS

Lythari are true lycanthropes and are born as were-creatures to lycanthrope parents.

Ability Score Increase. Your Wisdom score increases by 1.

Mask of the Wild. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Lythari Shapeshifter. You can use your action to transform into a wolf, or back into your humanoid form. While transformed, your game statistics are replaced by the statistics of the creature, but you retain your alignment, hit points, any languages, personality, and Intelligence, Wisdom, and Charisma scores.

You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature.

You can't cast spells, and can't speak. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell that you've already cast.

You retain the benefit of any features from your class, race, or other source and can use them if your wolf form is physically capable of doing so.

Any equipment you are wearing or carrying merges into your wolf form and has no effect until you leave this form.

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



SHIFTER

Shifters are fierce hunters who are descended from humans and lycanthropes and strongly influenced by their animal nature. Although they cannot fully change shape as their lycanthropic ancestors could, shifters do become more bestial during the heat of battle, calling on the primal power of the beast within by a process they call shifting.

SHIFTER TRAITS

Your shifter character has certain traits deriving from your lycanthropic ancestry.

Ability Score Increase. Your Wisdom score increases by 2.

Age. Shifters reach maturity in their late teens and live less than a century, similar to humans.

Alignment.

Size. Shifters are about the same size as humans. 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.

Keen Hearing and Smell You gain advantage on Wisdom (Perception) checks that rely on hearing or smell.

Shifting. On your turn, you can shift as a bonus action. 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 feature that depends on your shifter subrace, described below. After you use this trait, you can't use it again until you finish a short or long rest.

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

Subraces. Several subraces of shifter exist, each with its own animalistic features. Choose one of the options below.

LONGTOOTH SHIFTER

As a longtooth shifter, you are a ferocious combatant.

Ability Score Increase. Your Strength score increases by 1.

Shifting Feature. While shifting, you can make a bite attack as an action. This is a melee weapon attack that uses Strength for its attack roll and damage bonus and deals 1d6 piercing damage. If this attack hits a target that is your size or smaller, the target is also grappled.

RAZORCLAW SHIFTER

As a razorclaw shifter, you make swift, slashing strikes in battle.

Ability Score Increase. Your Dexterity score increases by 1.

Shifting Feature. While shifting, you can make an unarmed strike as a bonus action. You can use your Dexterity for its attack roll and damage bonus, and this attack deals 1d4 slashing damage.

DESIGN NOTE

A lot of the inspiration and mechanics for this is from the [Unearthed Arcana: Eberron](#) released by WotC. I took the 4e subraces changed the ASI options to make it more consistent with other races.



Worgen (WARCRAFT CONVERSION)

The worgen curse that started from Shadowfang Keep and swept across Gilneas left its people irrevocably transformed. Almost the entire human population has been turned to the beastly worgen, a humbling failure for King Genn Greymane in his efforts to keep his people safe. The reaction of the people to this change is greatly varied, and its consequences are yet to be revealed.

Gilneas has undergone deep changes in the wake of its cursing, and while the people maintain their free will, the impact of the curse remains to be seen.

Worgen Traits

Your Worgen character has inherited many traits and abilities linked to the curse of the worgen.

Ability Score Increase. Your Strength score increases by 2, and your Wisdom score increases by 1.

Age. Worgen reach maturity in their late teens and live less than a century, similar to humans.

Alignment. Worgens inherit a chaotic tendency from their lycanthropic ancestry. Many other races perceive them as dangerous and a stubborn people. They have however, overcome the more bestial parts of their nature.

Size. Worgens vary in height, from around 5 feet to well over 6 feet tall, with a muscular build. Regardless of your position in that range, 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.

Viciousness. Your unarmed strike attacks score a critical hit on a roll of 19 or 20.

Aberration. You have advantage on saving throws against Curses and Disease.

Two Forms. You can use a bonus action to transform into a worgen (wolf-humanoid hybrid), or back into your human form. You can speak, use equipment, and wear armor in either form and your worgen form always looks the same. You automatically revert to your human form if you fall unconscious, drop to 0 hit points, or die.

While in human form, combat or stress may cause you to change against your will. To resist this change, you must make a Wisdom saving throw (DC is half the amount of damage you took). If you fail your saving throw, you immediately change into your worgen form.

Darkflight (Worgen form only). Your walking speed increases by 10 feet.

Flayer (Worgen form only). Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Running Wild (Worgen form only). When you move on your turn in combat, you can drop to all fours and double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

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

DESIGN NOTE

This is a conversion from the playable race in World of Warcraft. The traits are designed around the racial benefits within World of Warcraft and may not be balanced in comparison to traditional D&D races.

A lot of the inspiration and mechanics for this is from [DawnforgedCast](#).



BARBARIAN

PATH OF THE PACK

For some barbarians, rage is a physical manifestation of the beast inside. These barbarians live a life of duality, on the edge of a blade of brutal fury. Their rage unlocks a deeply rooted lycanthropic strain within their body passed from generations of ritualised, natural selection among tribe members. While in this state, their instincts take over and all that cross their path wail in fear of their howl.

KEEN HEARING AND SMELL

Starting when you choose this path at 3rd level, you begin to adopt the improved abilities of a natural predator. You gain advantage on Wisdom (Perception) checks that rely on hearing or smell.

SHAPESHIFTING

Upon choosing this path at 3rd level, you begin to learn to control your lycanthropic ancestry. While raging, you transform into a wolf-humanoid hybrid. You can speak, use equipment, and wear armor in this form. You revert back to your normal form when you finish raging. While you are transformed, you gain the following features:

- **Tough Hide** Your Unarmored Defense feature gains a +1 bonus to your AC.
- **Predatory Strikes** Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. When you use your Attack Action to make an attack with your claws and no other weapons, you can use your bonus action to make a Bite attack that deals piercing damage equal to 1d4 + your Strength modifier. Features that refer to a melee weapon attack or damage also include your claws and bite attack.
- **Cursed Weakness** Silvered weapons ignores your resistance to bludgeoning, piercing and slashing damage.

While not raging, combat or stress may cause you to rage against your will. To resist this rage, you must make a Constitution saving throw (DC is half the amount of damage you took). If you fail your saving throw, you immediately begin to rage.

At 10th level, whenever you make a Constitution saving throw to maintain control of your rage, you do so with advantage.

PRIMAL STRIKES

Beginning at 6th level, your unarmed strikes while raging count as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage.

In addition, your claws and bite damage die increases to 1d6.

CURSED HOWL

By 10th level, while raging, you can use your action to make a guttural howl. When you do so, creatures within 15 feet of you that can hear you must each succeed on a Wisdom saving throw (DC equal to 8 + proficiency bonus + your Charisma modifier) or be frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect on the frightened creatures until the end of your next turn. This effect ends on that creature if the creature ends its turn out of line of sight or more than 60 feet away from you.

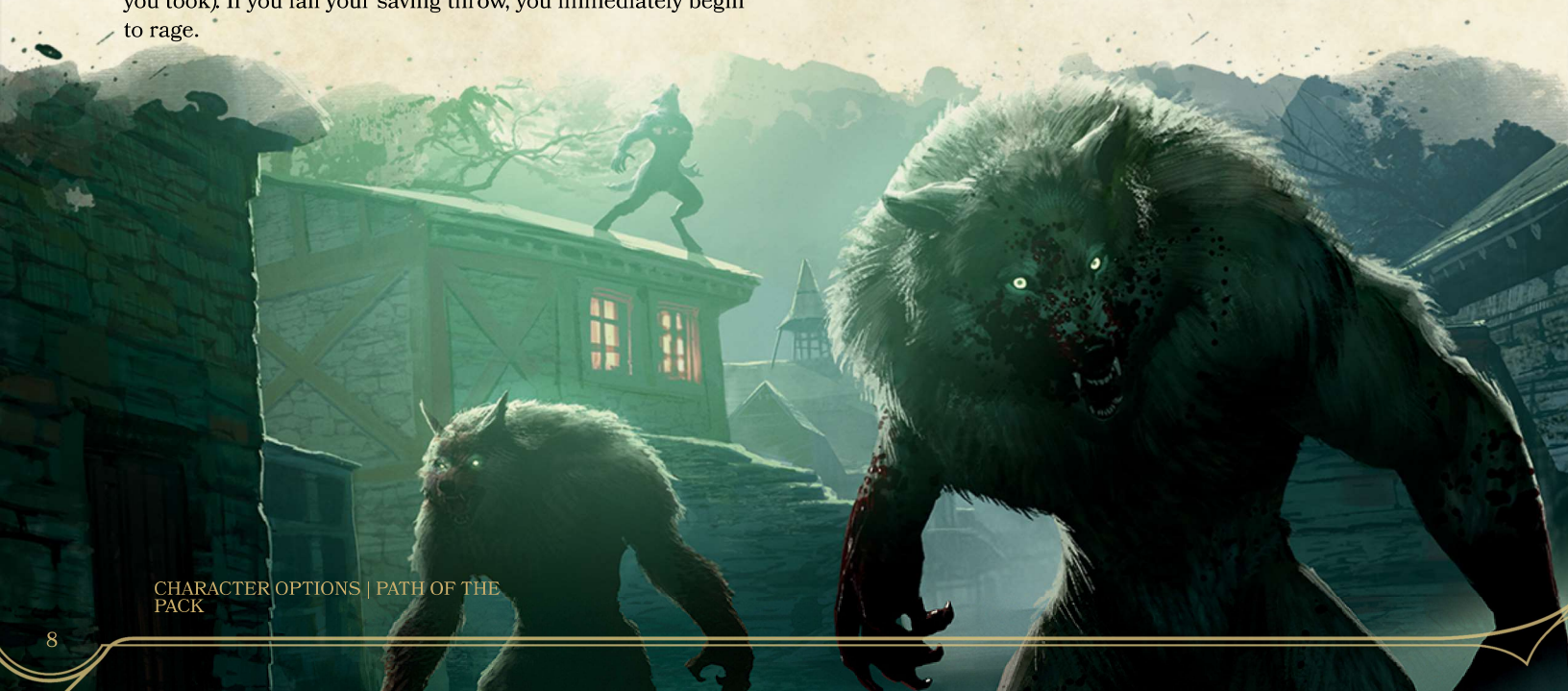
If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

PACK ALPHA

Beginning at 14th level, as an action, you can summon fey spirits that take the form of four Dire Wolves and appear in unoccupied spaces that you can see within range.

Each beast is also considered fey, and it disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions and has an additional 10 temporary hit points. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The DM has the creatures' Statistics.



CLERIC

MOON DOMAIN

Clerics of the Moon Domain are the most devote of Selûne's followers. They serve in her temple as guardians of her teachings. All those that seek to illuminate under the moonlight, whether a poor soul contracted the curse of lycanthropy and searched for enlightenment or a faithful servant of the temple, can be gifted great power.

MOON DOMAIN SPELLS

Cleric Level	Spells
1st	<i>longstrider, beast bond</i>
2nd	<i>beast sense, moonbeam</i>
3rd	<i>conjure animals, nondetection</i>
4th	<i>dominate beast, polymorph</i>
5th	<i>awaken, hallow</i>

KEEN HEARING AND SMELL

Starting when you choose this domain at 1st level, you begin to adopt the improved abilities of a natural predator. You gain advantage on Wisdom (Perception) checks that rely on hearing or smell.

CHANNEL DIVINITY: SHAPESHIFTING

Starting at 2nd level, you can use your Channel Divinity to transform into a wolf-humanoid hybrid as a bonus action. This form lasts for 1 minute. You can speak, use equipment, and wear armor in this form. You can't cast spells. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell that you've already cast.

You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert to your normal form if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, you gain the following additional features:

- **Tough Hide** While you are not wearing heavy armor, you gain a +1 bonus to your AC.
- **Predatory Strikes** Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. When you use your Attack Action to make an attack with your claws and no other weapons, you can use your bonus action to make a Bite attack that deals piercing damage equal to 1d4 + your Strength modifier.
- **Cursed Weakness** When you are hit by a creature with a weapon Attack from a Silvered weapon you receive an additional 1d8 of that weapon types damage.

PRIMAL STRIKES

Beginning at 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage while transformed.

In addition, your claws and bite damage die increases to 1d6 and your speed increases by 10 feet while transformed.

DIVINE 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, you can cause the attack to deal an extra 1d8 radiant damage to the target. Your claws count as a melee weapon for the purposes of your Divine Strike. When you reach 14th level, the extra damage increases to 2d8.

PRIMAL RESILENCE

By 17th level, You have resistance to bludgeoning, piercing, and slashing damage that aren't silvered.



RANGER

PACK STALKER

Rangers of the Pack Stalker archetype are the chosen hunters of Selûne. Those rangers that practice her ideals of humility and the thrill of the hunt are gifted with bestial strength, seeing in them, great potential as guardians of the wilds.

KEEN HEARING AND SMELL

Starting when you choose this archetype at 3rd level, you gain advantage on Wisdom (Perception) checks that rely on hearing or smell.

SHAPESHIFTING

When you choose this archetype at 3rd level, you gain the ability as a bonus action, to transform into a wolf-humanoid hybrid. This form lasts for 1 minute. You can speak, use equipment, and wear armor in this form. You can't cast spells. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell that you've already cast.

You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert to your normal form if you fall unconscious, drop to 0 hit points, or die.

You can use this feature twice and can regain expended uses when you finish a long rest.

While you are transformed, you gain the following additional features:

- **Tough Hide** While you are not wearing heavy armor, you gain a +1 bonus to your AC.

- **Predatory Strikes** Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. When you use your Attack Action to make an attack with your claws and no other weapons, you can use your bonus action to make a Bite attack that deals piercing damage equal to 1d6 + your Strength modifier. Your claws count as a single one handed melee weapon for the purposes of your chosen fighting style.
- **Regeneration** You gain temporary hit points equal to your Wisdom modifier at the start of each of your turns.
- **Cursed Weakness** When you are hit by a creature with a weapon Attack from a Silvered weapon you receive an additional 1d8 of that weapon types damage.

PRIMAL STRIKES

Beginning at 7th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage while transformed.

In addition, your claws and bite damage die increases to 1d8 and your speed increases by 10 feet while transformed.

CURSED STRENGTH

By 11th level, If you hit a target with your bite attack that is a Large or smaller creature, it must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be knocked prone.

PACK TACTICS

By 15th level, you have advantage on an Attack roll against a creature if at least one of your allies is within 5 feet of the creature and your ally isn't incapacitated.



TREASURE

Magic items are presented in alphabetical. A magic item's description gives the item's name, its category, its rarity, and its magical properties.

MOON BLADE

Weapon (any sword), very rare (requires attunement)

When you hit with an attack using this magic sword, the target takes an extra 1d6 radiant damage. In addition, a shapechanger instantly reverts to its original form and can't assume a different form for 1 minute.

At night, the blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

RING OF THE MOON CHOSEN

Ring, very rare (requires attunement)

While wearing this ring and under the effects of the *curse of lycanthropy*, you retain your normal alignment and personality while in beast or hybrid form.

TALISMAN OF SELÛNE

Wondrous item, rare (requires attunement)

While wearing this talisman, you gain a +2 bonus to the attack rolls and the damage rolls you make with unarmed strikes and natural weapons. Such attacks are considered magical.

MONSTERS

FAERITHIL, THE FIRST WOLF

Faerithil lived his life humbly as a simple farming man who toiled the soil and loved his family. One night, under the waning of a full moon, mauraunders burnt down his home and murdered his family. Howling to the moon and cursing Selûne, Faerithil asked for the power for revenge. Selûne came to him and granted his request. His body changed to a large lupine monstrosity. Selûne said to him "You now have what your burning heart desires, but forever you will be bound to the waxing and waning of the moon ". Faerithil, in his bloodlust hunted down the maurauder party but the fire burning inside him could never be satisfied and he continues to hunt under the light of the full moon.

Faerithil is worshipped as the first werewolf and all lupine lineage is said to have come from him. So powerful is his gaze, it may control the beasts wherever he may travel.



FAERITHIL, THE FIRST WOLF

Huge monstrosity, Chaotic neutral

Armor Class 18 (natural armor)

Hit Points 247 (26d12+78)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	17 (+3)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +13, Dex +10, Wis +8

Skills Perception +8, Stealth +10

Damage Resistance Bludgeoning, Piercing Slashing from non-silvered weapons and nonmagical attacks, Fire

Damage Immunities Poison

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 120 Ft., passive Perception 16

Languages Sylvan

Challenge 17 (18,000 XP)

Magic Resistance. Faerithil has advantage on saving throws against spells and other magical effects.

Regeneration. Faerithil regains 20 hit points at the start of his turn if he has at least 1 hit point. When he is hit by a creature with a weapon Attack from a Silvered weapon, this trait doesn't function at the start of his next turn.

Pack Tactics. Faerithil has advantage on attack rolls against a creature if at least one of Faerithil's allies is within 5 feet of the creature and isn't incapacitated.

Keen Hearing and Smell. Faerithil has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Aggressive. As a Bonus Action, Faerithil can move up to its speed toward a hostile creature that it can see.

Innate Spellcasting. Faerithil is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 16). Faerithil can innately cast the following Spells, requiring no material or somatic components:

1st level (4 slots): *Beast bond*, *Hunter's Mark*, *Longstrider*, *Speak with Animals*

2nd level (3 slots): *Animal Messenger*, *Beast Sense*, *Pass without Trace*

3rd level (3 slots): *Conjure Animals*, *Nondetection*, *Dispel Magic*

Actions

Multiattack Faerithil makes three attacks: one with its bite and two with its claws.

Bite Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 16 (3d12 + 7) piercing damage plus 13 (3d8) poison damage, or half poison damage with a successful DC 17 Constitution saving throw. If the target is a creature, Faerithil can grapple it (escape DC 23).

Claw Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 16 (2d8 + 7) slashing damage.

Alpha Prime (1/day). Faerithil magically calls 3d6 wolves or 1d8 dire wolves. The called creatures arrive in 1d4 rounds, acting as allies of Faerithil and obeying his spoken commands. The beasts remain for 1 hour, until Faerithil dies, or until he dismisses them as a bonus action.

SHADOW WOLF

Servants of dark masters, Shadow Wolves are bad omens. Tortured beasts in life, upon death they are consumed by evil magic and become ethereal. They are often summoned in packs to scout and hunt prey before their master approaches and takes the final death blow.

SHADOW WOLF

Medium undead, chaotic evil

Armor Class 12

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
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12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)
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Skills Perception +3, Stealth + 4

Senses passive Perception 13

Languages -

Challenge 1/4 (50 XP)

Pack Tactics. The shadow wolf has advantage on attack rolls against a creature if at least one of the shadow wolf's allies is within 5 feet of the creature and isn't incapacitated.

Keen Hearing and Smell. The shadow wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Shadow Blend. While in dim light or darkness, the shadow wolf can use a bonus action to become invisible, along with anything it is wearing or carrying. The invisibility lasts until the shadow wolf uses a bonus action to end it or until the shadow wolf attacks, is in bright light, or is incapacitated.

Sunlight Weakness. While in bright light created by sunlight, the shadow wolf has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

SPILLS

SPILL LIST

This chapter describes some additional spells in the worlds of Dungeons & Dragons. The chapter begins with the spell lists of the spellcasting classes. The remainder contains spell descriptions, presented in alphabetical order by the name of the spell.

DRUID

2ND LEVEL

Feral Impulse

3RD LEVEL

Conjure Wolves

9TH LEVEL

Shapeshift

RANGER

2ND LEVEL

Feral Impulse

3RD LEVEL

Conjure Wolves

9TH LEVEL

Shapeshift

SPILL DESCRIPTIONS

The spells are presented in alphabetical order.

CONJURE WOLVES

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V S

Duration: Concentration, up to 1 hour

You summon fey spirits that take the form of two Dire Wolves and appear in unoccupied spaces that you can see within range.

Each beast is also considered fey, and it disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions and has an additional 10 temporary hit points. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The DM has the creatures' Statistics.

At Higher Levels: When you cast this spell using certain higher-level Spell Slots, more creatures appear - twice as many with a 5th-level slot, three times as many with a 7th-level slot, and four times as many with a 9th-level slot.

FERAL IMPULSE

2nd-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (fur or a feather from a beast)

Duration: Concentration, up to 1 minute

Your animalistic symbiosis with the wilds gives you and others enhanced hunting capabilities. For the duration, each creature you choose within 30 feet of you (including you) has advantage on all Strength based attack rolls.

SHAPESHIFT

9th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (The hair of a lycanthrope)

Duration: Concentration, up to 1 hour

You assume the form of Faerithil, the First Wolf. Your game statistics are replaced by the statistics of the new form, though you retain your alignment and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you, and the bonus listed in its statistics is higher than yours, use the creature's bonus in place of yours.

You assume the hit points and Hit Dice of the new form. When you revert to your normal, 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 retain the benefit of any features from your class, race, or other source and can use them, provided that new form is physically capable of doing so. You can't use any Special senses you have (for example, darkvision) unless your new form also has that sense.

When you transform, you choose whether your equipment falls to the ground or merges into the new form. Equipment that merges has no effect in that state.



Delve deep into the world of Dungeons and Dragons and discover what lies through the veil, but a word of caution, take care to not become the prey to those that stalk beyond the shadows.

D&D HOMEBREW

