

PRESTIGE CLASSES

THE STANDARD CLASSES PRESENTED IN the *Player's Handbook* are very comprehensive and offer both fundamental and customization options that effectively encompass all but the most uniquely talented adventurers. In addition, multi-classing options allow for individual characters to combine features from several classes together.

This optional variant is for players who—with the DM's permission—want to multiclass into any of several focused specialties called prestige classes.

Prestige classes follow all the standard rules for multiclassing, except where otherwise noted in the class entry.

PREREQUISITES

In addition to ability score prerequisites, most prestige classes have additional requirements, such as training in specific skills or access to certain class features. Consult the individual prestige class entries for the specific requirements that must be met to advance in that prestige class.

GUILD MAGE

Adjusting the white robes that signify his aspiration to join the prestigious academy, a young human starts the final stages of the ritual he devised to demonstrate his aptitude to the assembled masters. Power pours out of him into the staff placed in the centre of a large, intricate chalk circle. It rises, lifted by the magical energy as its form is transmuted into that of a black rod humming with arcane power.

Standing atop the castle battlements, the royal battlemage closes her eyes to shut out distractions and begins working a spell. The army below, she knows, is protected from most arcane attacks, but the archives of the royal mages hold secret tomes that contain an arsenal of weapons for any situation. Through the magic of the spell, the woman discerns the weaknesses of the army's protection, and with a push of her will she strips away their magical shield, converting its energy into a directed conflagration against their surprised mages.

Ducking behind a pillar, a half-elf struggles to muster the power to weave another spell. With exhaustion setting in, he decides that it is time to borrow power from the other members of his guild. Tapping the pool of their combined arcane might, the half-elf shapes the latent magical energy into his spell and turns to unleash it on his overconfident enemies.

Guild mages are part of an arcane society that practices patent and proprietary arts. Some of these societies are exclusive, even secret, while others are inclusive and practice openly. Cults and guilds are the most conspicuous forms of such societies, but covens and circles could also fulfil the paradigm. While not all of these associations will produce guild mages, the abilities wielded by guild mages are impossible to produce outside of a group.

SPELL SYNDICATES

Guild mages gain special abilities through the collaboration of an arcane association. These associations can be as small as maybe a dozen or include scores—even hundreds—of mages.

Even the lowest-ranking initiates derive immediate benefits from their membership, gaining additional spells whenever they add a level in this prestige class. As a character advances further, however, they gain the ability to draw power from their fellows, which they can use to bolster their own spellcasting abilities.

ESOTERIC LORE

Guild mages have access to arcane secrets discerned by the collective effort of their association. As they advance within the organization, they can learn these secrets from other members or guild literature.

The penalty for sharing guild secrets can range from fines to the suspension of your membership.

CREATING A GUILD MAGE

Part of the process of becoming a guild mage involves joining an arcane society. Consult with your DM about the nature of such associations in your campaign. Consider carefully what obligations you might have to the organization. Do you have to pay guild dues? Are you obliged to aid the defence of a city or nation?

Joining such an association is rarely an overnight decision. In all likelihood, your character would have some experience with the organization he or she joins. Perhaps you rescued a

VIOLATING GUILD RULES

There are many reasons why a character might be expelled from an arcane society. Stealing from a guild or its members is probably the most likely transgression that players will encounter, but killing other members is almost certainly grounds for expulsion, as well.

A guild member who violates guild rules may be placed on probation for a period of time, the duration of which may be conditional on the completion of a task that demonstrates their continued loyalty.

A character who wilfully violates guild rules and is unrepentant may simply be expelled from their guild. At the DM's discretion, an impenitent guild mage may be forced to abandon the class and lose access to certain class features. Alternatively, if the violation of guild rules was necessitated by circumstance, perhaps to deal with corruption in the guild's upper ranks, it is possible that the guild may form a splinter faction, possibly under the character's leadership.

THE GUILD MAGE

Level	Features	Spell Pool Points	Arcane Secrets	Spell Slots per Spell Level
1st	Advanced Spellcasting	—	—	+1 to existing class
2nd	Arcane Secrets, Spell Pool	2	1	+1 to existing class
3rd	Eldritch Erudite	3	2	+1 to existing class
4th	Improved Guild Magic	4	2	+1 to existing class
5th	Archmage	5	3	+1 to existing class

member of a mage collective who has offered to induct you into its ranks. Or, maybe, you grew up in the city that sponsors a magical academy that has just granted you the rank of master. Perhaps this represents the next phase of your adventuring career, or maybe it's a means to an end; a resource you intend to tap in pursuit of your own dreams.

PREREQUISITES

In order to become a guild mage, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your current class).

- **Character Level 5.** While the actual talent levels required for entry to an arcane society vary based on the particular association, the abilities of a guild mage require a certain degree of capability to master.
- **Spellcasting Class Feature.** Guild mages come from the ranks of wizards, bards, eldritch knights, and other spellcasting classes. A character must be an arcane spellcaster in order to advance in this prestige class.

CLASS FEATURES

As a guild mage, you gain the following class features:

HIT POINTS

Hit Dice: 1d6 per guild mage level

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per guild mage level

PROFICIENCIES

Tools: Alchemist's supplies, calligrapher's supplies

Saving Throws: None

Skills: None

EQUIPMENT

The guild mage prestige class does not grant any special equipment.

ADVANCED SPELLCASTING

Spells are a guild mage's most valuable currency. However they acquired their abilities—through rigorous training or auspicious ancestry—it sets them apart from everyone else.

When you gain a new level of guild mage, you treat that level as though you had advanced in whatever arcane

spellcasting class you had before adding that level in a prestige class for the purposes of determining spell slots and maximum spell level known. You do not, however, gain any other benefit a character of that class would have gained (arcane tradition features or sorcery points, for example).

If you had more than one arcane spellcasting class before you became a guild mage, you must decide to which class you add each level of guild mage whenever you advance in this class. For example, a 5th-level wizard who advances in the guild mage prestige class and chooses to add that level of guild mage to his existing wizard levels would gain an additional 3rd-level spell slot, just as he would have if he had advanced in the wizard class. He would not, however, gain a 6th-level wizard's arcane tradition feature.

Similarly, a 7th-level sorcerer who takes their first level in the guild mage prestige class and chooses to add that level of guild mage to her existing sorcerer levels would gain an additional 4th-level spell slot, but would not gain any of the other features of an 8th-level sorcerer (an extra sorcery point and an ability score increase).

ARCANE SECRETS

Beginning at 2nd level, you learn new magical techniques studied and protected by your fellows. You gain one Arcane Secret options of your choice. Your arcane secret options are detailed at the end of the class description.

When you gain certain guild mage levels, you gain additional arcane secrets of your choice, as shown in the Arcane Secrets column of the Guild Mage table. Additionally, when you gain a level in this class, you can choose one of the arcane secrets you know and replace it with another arcane secret that you could learn at that level.

SPELL POOL

At 2nd level, you gain the ability to tap the collective power of your fellows. This concentration of power can have many sources. It could be a magical confluence to which your organization has learned to attune, or it could be a result of guild members learning to channel surplus magical energy from their spells into an exclusive reserve of power.

Whatever the source, you gain a number of spell pool points equal to your guild mage level. These spell pool points can be used to create spell slots as a bonus action on your

CREATING SPELL SLOTS

Spell Slot Level	Spell Pool Point Cost
1st	2
2nd	3
3rd	5

turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 3rd. You regain all spent spell pool points when you finish a long rest.

ELDRITCH ERUDITE

When you reach 3rd level, your pursuit of magical lore has expanded your capacity for such knowledge. If your spellcasting class prepares spells, you may prepare an additional number of spells equal to your proficiency bonus. If your spellcasting class does not prepare spells, you add your proficiency bonus your number of spells known.

If you have more than one spellcasting class, you must pick the class to which you apply this benefit.

IMPROVED GUILD MAGIC

Beginning at 4th level, when you use spell pool points to create a spell slot, you can choose to apply one of the following effects to the

spell cast using that spell slot:

Attenuating. Damage you deal with this spell ignores resistances. This includes resistance to damage from spells.

Insuperable. The save DC to resist this spell is increased by 2.

Potent. You may treat any 1 on a damage die you roll as part of this spell as a 2.

ARCHMAGE

Starting at 5th level, you regain all expended spell pool points whenever you complete a short rest.

ARCANE SECRETS

If an arcane secret has prerequisites, you must meet them to learn it. You can learn the arcane secret at the same time that you meet its prerequisites.

ARCANE DEFENCE

You can cast *mage armour* on yourself at will, without expending a spell slot or material components.

ARCANE REACH

If you would cast a spell with a range of touch, you can instead cast it to a distance of 30 feet, making a ranged spell attack in place of a melee spell attack.



ARCANE SAVANT

Your collaboration with other spellcasters has granted you greater facility with spells outside your own specialty. The gold and time you must spend to copy any spell into your spellbook or ritual book is halved.

ARCANE SIGHT

You can cast *detect magic* at will, without expending a spell slot.

ARCANE WEAPON

You learn the spell *shillelagh*, which you can cast without material components. You still need to have a club or quarterstaff. This spell counts as a spell of your arcane spellcasting class and uses your spellcasting ability modifier. If you have more than one arcane spellcasting class, you choose the class list to which this spell is added.

ELEMENTAL SUBSTITUTION

If a spell you cast would deal cold, fire, force, or lightning damage, you may choose to have that spell deal another one of those damage types instead.

IMPROVED COUNTERSPELL

Prerequisite: 6th level

When you counter an creature's spell using the spell *counterspell*, if that spell has a target of one creature and would deal damage to a creature, you may choose to have it deal half that damage to the original caster. The creature is entitled to make any appropriate saving throws to further reduce this damage. The saving throw DC is equal to your spell save DC and uses your spellcasting ability modifier. If you have more than one arcane spellcasting class that has access to the *counterspell* spell, you choose the spell save DC that is used.

The spell is still considered to have failed.

IMPROVED FOCUS

When you make a Constitution saving throw to maintain concentration on a spell after taking damage, you add your proficiency bonus to the roll. If you would already add your proficiency bonus to the roll, your proficiency bonus is doubled for the save.

LORE MASTER

You become a compendium of knowledge on a vast array of topics. Choose two of your Intelligence-based skill proficiencies. Your proficiency bonus is doubled for any ability check you make using either one of those skills.

MASTER SHAPECHANGER

Prerequisite: 9th level

You can cast *alter self* at will, without expending a spell slot.

MENTAL DISCIPLINE

You gain advantage on all Wisdom saving throws.

POLYGLOT

Your studies have crossed cultural boundaries, granting you facility with other languages. You learn three languages of your choice.

UNEARTHED ARCANA

You immediately learn a number of spells from your arcane spellcasting class spell list equal to your guild mage level. If you have more than one arcane spellcasting class, you can learn spells from both lists. You cannot learn a spell of a higher level than you can cast.

VERSATILE ARCANA

You have learned to duplicate the effects of various spells with the techniques of your own tradition. Choose a number of spells equal to your spellcasting modifier (minimum 1). The spells cannot be of a spell level higher than 5th and must be chosen from the bard, sorcerer, warlock, or wizard class spell list. These spells are now added to your arcane spellcasting class list.

If you have more than one arcane spellcasting class, you choose which class list these spells are added to. You use the spellcasting modifier appropriate to that class when calculating the number of spells that you add.

LYCANTHROPE

Alone in the woods, a young human looks up through the treetops at the rising moon. He can feel the changes already taking place in his body. Three years ago he would have been doubled over in pain as bones cracked and his organs shifted, but now he had mastered the transformation. Thick, coarse fur begins to spread over his naked body and his vision begins to shift into the keen sight of the wolf. He howls at the moon—not in rage, but in triumph.

Behind the robust bars of a large cage, a dwarf clenches her teeth as her blood begins to boil. The curse had changed the trajectory of her life, and she had resolved to take back that control. This is the third night of the full moon, and this time she would retain her senses. Tusks split her lips as the boar fought to get out, and the dwarf accepts its fear and rage.



Flitting between shadows in the quiet city night, a wererat navigates labyrinthine streets with the stealth of a creature in its native element. Double-checking his surrounds, he lifts a cellar door and slips inside. The stench of stale alcohol and wet fur eases his mind. The wererat descends into the den where his plague has established its urban operations, happy to be home.

Lycanthropes are humanoids afflicted by a curse that transforms them into a monstrous beast on the three nights of a full moon. There are five variations to the curse, each producing a different type of werecreature: werebears, wereboars, wererats, weretigers, and werewolves.

Most people afflicted by lycanthropy have no control over their transformation, and may even go about unaware of their affliction for years, having no recollection of their transformation and believing that they wake up outside their homes every so often because they sleepwalk. Few learn to retain some control while transformed, and fewer still can learn to transform without the influence of the moon.

This prestige class gives a player's character increasing control, and eventually mastery, over their curse.

CURSED

However an afflicted individual comes to regard their condition, lycanthropy is undoubtedly a curse. The curse is transmitted by the bite of an afflicted creature, whether transformed or not, though some instances can also spread through familial lines across generations. In the former case, a remove curse spell can rid an afflicted lycanthrope of the curse. In the latter case, however, a lycanthrope can only be freed by means of a wish spell.

A lycanthrope usually succumbs to its curse three times a month during the nights of the full moon, but certain strong-willed individuals can learn to retain their senses when transformed, curbing the beast's violent instincts. Less wilful individuals find their minds buried underneath the savage bloodlust of the beast, and recall the events of their transformation as disturbing dreams.

CRIMINALS AND OUTCASTS

The fear of lycanthropy leads to ostracism and hostility towards those discovered to be afflicted. Even good lycanthropes are not spared the wrath of a mob, leading them to lead secretive and reclusive lives.

Even in its humanoid form, a lycanthrope undergoes numerous physiological changes. All types of lycanthropes gain heightened senses, and individual varieties can be identified by specific qualities. For example, werewolves develop a fiery temper and a taste for rare meat, and werebears become hirsute and brawny.

CREATING A LYCANTHROPE

The most important aspect of creating a lycanthrope is the nature of the curse your character is afflicted by. Is it a werewolf curse that has passed down in your family for generations? Is it a wererat curse you caught during a savage encounter in the sewers? Maybe it's a burden on your soul, something you would have had lifted if only a capable spellcaster could have been found in time, or maybe you sought out your sire and asked for these strange, new powers.

When creating a lycanthrope, remember to consider the detriments of your curse. A wereboar develops vulgar habits that make him ill-suited to delicate tasks like diplomacy and negotiation, while a weretiger is fastidious in her habits and, maybe, too haughty for tasks that involve getting her hands dirty.

PREREQUISITES

In order to become a lycanthrope, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your current class).

- **Character Level 5.** While a character of any level may be afflicted by lycanthropy, only those of sufficient experience and power have the strength to control the curse.
- **Cursed With Lycanthropy.** One cannot advance in this prestige class without being afflicted by the curse that powers its abilities.

CLASS FEATURES

As a lycanthrope, you gain the following class features:

HIT POINTS

Hit Dice: 1d12 per lycanthrope level

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per lycanthrope level

PROFICIENCIES

Tools: None

Saving Throws: None

Skills: None

EQUIPMENT

The lycanthrope prestige class does not grant any special equipment.

LYCANTHROPY

Choose a type of lycanthropy which describes the nature of your curse: Werebear, Wereboar, Wererat, Weretiger, or Werewolf, all of which are detailed at the end of the class description. Your ability scores improve depending on which version of the curse affects you, as shown on the Ability Score Increase table. If your ability score was already higher, you keep your current ability score.

Your choice grants you additional features as you gain additional levels in this class.

ABILITY SCORE INCREASE

Curse	Ability Score Increase
Werebear	Strength 19
Wereboar	Strength 17
Wererat	Dexterity 15
Weretiger	Strength 17
Werewolf	Strength 15

THE LYCANTHROPE

Level	Features	Transformations
1st	Lycanthropy, Shapechanger	2
2nd	Frightening Howl	2
3rd	Savage Strikes	3
4th	Feral Strikes	3
5th	Advanced Shapechanger	4

SHAPECHANGER

You have gained enough control over your curse to trigger a brief, controlled transformation independently of the lunar cycle. As an action on your turn, you can transform into a beast shape, beast-humanoid hybrid shape, or back to your humanoid form. You can remain in your beast shape or beast-human hybrid shape for up to 10 minutes. You automatically revert back to your normal form if you fall unconscious, drop to 0 hit points, or die. Any equipment you are wearing or carrying is not transformed, and may be destroyed if it is not designed to accommodate the transformation. You can speak in hybrid form, but not in beast form.

Assuming beast form follows all the rules of a druid's beast shape ability, as described in chapter 3, "Classes" in the *Player's Handbook*.

You can use this feature twice. You gain additional uses of this feature at higher levels, as shown in the Transformations column of the Lycanthrope table. You regain expended uses when you finish a long rest. While transformed, you gain the following benefits:

Damage Resistance. You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered.

Damage Vulnerability. You have vulnerability to damage from silvered weapons.

Keen Senses. Werebears, wererats, weretigers, and werewolves all have advantage on Wisdom (Perception) checks that rely on smell. Weretigers and werewolves also have advantage on Wisdom (Perception) checks that rely on hearing.

Natural Armour. While you are not wearing armour, your AC becomes 10 + your Dexterity modifier + your Constitution modifier (minimum 1).

Natural Weapons. You gain natural weapons based on your new form. Werebears, weretigers, and werewolves gain ferocious teeth and claws, wereboars gain sharp tusks, and wererats gain a sharp bite. You are considered proficient with your natural weapons, and they deal 1d6 damage of the appropriate type. Attacks with your natural weapons use the ability that is affected by the Ability Score Increase (whether or not your ability score was already higher when you advanced in this class). Wererats can use either Strength or Dexterity (your choice). Natural weapons that use your Dexterity are considered finesse weapons.

Special Attacks. Wereboars and weretigers gain a special attack option: charge and pounce (respectively). These attack options can trigger only once per turn, after you have moved 15 feet straight toward a target which you then successfully hit with an attack using your natural weapons.

The target must succeed a Strength saving throw or be knocked prone. The DC for this save is 8 + your proficiency bonus + your Strength modifier.

FRIGHTENING HOWL

Beginning at 2nd level, you can use your action to frighten enemies with your menacing presence while in beast or hybrid form. When you do so, any hostile creature that can see or hear you within 30 feet must succeed on a Wisdom saving throw (DC equal to 8 + your 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. Each time you extend this effect, affected creatures can make another saving throw to resist. A creature that resists your Frightening Howl becomes immune to it for 24 hours.



SAVAGE STRIKES

Starting at 3rd level, your natural weapon attacks in your hybrid and beast forms count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

FERAL STRIKES

When you reach 4th level, you have learned to unleash more of the beast within. You gain +2 to attack and damage rolls made with your natural weapons.

ADVANCED SHAPECHANGER

Starting at 5th level, you are the ultimate expression of the lycanthrope. You can now transform into your hybrid or beast form as a bonus action. Additionally, your hybrid and beast forms both become more powerful. Your hybrid and beast forms become larger and your improved attribute ability increases by 4 while in your hybrid shape (to a maximum of 24). Your beast form becomes a giant version of your namesake creature. For example, a werewolf can turn into a dire wolf. Descriptions for the advanced forms of werewolves, wererats, and weretigers can be found in Appendix A, "Advanced Lycanthropes". Due to the increase in size, your natural weapon attacks in hybrid form now deal 2d6 damage of the appropriate type.

SHADOW DANCER

In a dark alley, a shadow becomes almost imperceptibly darker. In a moment, it has elongated and begun to take shape. The gleam of a blade is all that betrays it for something but a patch of dark fog as it strikes out at its victim.

A towering orc swings his mighty club down on the young human woman, only to find that she isn't there. Faint laughter echoes from the far side of the room, where the orc sees his quarry detach from a shadow and disappear through the exit.

A halfling man observes the long corridor ahead of him, his keen and practiced eyes noting the various places where many creative contraptions to foil intruders had been installed. With barely-suppressed amusement, he takes a step forward and is suddenly standing at the far end of the hall.

Shadow dancers are individuals who have learned to become one with the shadows in every sense. They can meld into the darkness, become silent as the night, and even cross great distances connected only by the absence of light.

Many shadow dancers belong to an order or guild of sorts where their arts are passed down through closely-guarded traditions. Others, however, may have developed their abilities through their own magical experimentation.

SHADOW MAGIC

Shadow dancers derive their abilities from a connection to the Shadowfell. Shadow dancers harness the Shadowfell's dark energies to create magical effects and enhance their physical abilities in many ways. Using this energy, shadow

dancers can become obscured by darkness, imbue their strikes with necrotic power, and even leap between shadows. As they gain experience, shadow dancers give them greater power over this dark magic.

TOUCHED BY DARKNESS

Shadow dancers operate far from the light that others seek, and many use their abilities to act as assassins or other professions that serve to further darken the heart. Even among those who use their powers in pursuit of good find that they are exposed to the despiriting malaise of the Shadowfell every time they use their abilities. For this reason, almost all shadow dancers become somber and grim.



THE SHADOW DANCER

Level	Features	Shadow Strike
1st	Shadow Mantle, Shadowsight	—
2nd	Shadow Step, Shadowstrike	+2
3rd	Shadow Walker	+3
4th	Improved Shadowstrike	+4
5th	Armour of Shadows	+5

PREREQUISITES

In order to advance as a shadow dancer, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your current class).

- **Character Level 5.** Only powerful souls can command the insidious energy of the Shadowfell. Those few who can draw on its power before reaching a certain threshold are invariably overcome with madness.
- **Touched By Shadow.** Whether you have travelled to the Shadowfell yourself or come into contact with a creature native to that plane, you must have been exposed to the power of the Shadowfell in order to advance in this class.

CLASS FEATURES

As a shadow dancer, you gain the following class features:

HIT POINTS

Hit Dice: 1d8 per shadow dancer level

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per shadow dancer level

PROFICIENCIES

Tools: Disguise kit

Saving Throws: None

Skills: Stealth

EQUIPMENT

The shadow dancer prestige class does not grant any special equipment.

SHADOW MANTLE

At 1st level, you gain the ability to weave shadows around yourself to hide your presence. When you are in an area of dim light or darkness, you can use your action to become invisible. You remain invisible until you make an attack, cast a spell, or are in an area of bright light.

SHADOWSIGHT

Starting at 1st level, darkness cannot impair your vision. You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

SHADOW STEP

Beginning at 2nd level, you gain the ability to step from one shadow into another. When you are in dim light or darkness, as a bonus action you can teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness. You then have advantage on the first melee attack you make before the end of the turn.

SHADOWSTRIKE

Also at 2nd level, you gain the ability to imbue your strikes with the power of shadow. When you make a melee weapon attack against a target from dim light or darkness, you deal additional necrotic damage equal to your shadow dancer level.

SHADOW WALKER

At 3rd level, you are so suffused with the power of the Shadowfell that you are able to mute soft noises in your vicinity. While you are in dim light or darkness, you have advantage on Dexterity (Stealth) checks.

IMPROVED SHADOWSTRIKE

When you reach 4th level, your attacks now critically hit on a 19 or 20 when attacking from dim light or darkness.

ARMOUR OF SHADOWS

Beginning at 5th level, you are a master of the shadows. While you are in dim light or darkness, you have resistance to bludgeoning, piercing, and slashing damage from non-magical weapons, and no attack roll has advantage against you while you aren't incapacitated.

CREDITS

ART CREDITS

- “Librarian” by SergeyDulin on DeviantArt
- “Gnome wizard”, artist unknown
- “Lycan”, artist unknown
- “Eladrin wizard”, artist unknown

This document was created using The Homebrewery, a NaturalCrit resource.

DISCLAIMER

Dungeon Master's Workshop recognizes the spread of lycanthropy as a public health issue. Though abstinence is the only foolproof method of preventing unwanted curses, we fully endorse the use of protection and make no judgments on the lives of others.

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APPENDIX A: ADVANCED LYCANTHROPEs

The following are advanced beast shapes for werebear, wererat, weretiger.

DIRE BEAR

Huge beast, any alignment

Armor Class 14 (natural armour)

Hit Points 63 (6d12 + 24)

Speed 40 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	18 (+4)	2 (–4)	13 (+1)	7 (–2)

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 3 (700 XP)

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

Actions

Multiattack. The dire bear makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (1d10 + 7) piercing damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

These ferocious specimens can reach a standing height of almost twenty feet and weigh more than six tons. They are among the most fearsome creatures of the natural world.

DIRE RAT

Medium beast, any alignment

Armor Class 15 (natural armour)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

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

Pack Tactics. The dire rat has advantage on any attack roll against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Dire rats can be as large as a warhound and twice as fearsome. A dire rat leads a plague of their smaller kin in a manner similar to that of a pack alpha.

DIRE TIGER

Huge beast, any alignment

Armor Class 15 (natural armour)

Hit Points 57 (6d12 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	16 (+3)	3 (–3)	12 (+1)	8 (–1)

Skills Perception +4, Stealth +8

Senses darkvision 50 ft., passive Perception 14

Languages —

Challenge 2 (450 XP)

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

Pounce. If the dire tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed a DC 16 Strength saving throw or be knocked prone. If the target is prone, the dire tiger can make one bite attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage.

Dire tigers are the true kings of the jungle. A dire tiger can be as tall as a horse and weigh over a ton. Their favoured tactic in battle is to pounce on an enemy and sink their teeth into any soft flesh they can find.