

Scorby

PLAYER RACE AND A LEVEL 6
PREGENERATED CHARACTER

Wolf of Heaven

LUPUS CAELORUM



By Rodney Sloan and Bob Storrar



Rising Phoenix Games



ex-libris



Scarthey
University of the Arcane Arts



*Wolf of
Heaven*

LUPUS CAELORUM

**By Rodney Sloan
and Bob Storrar**



Wolf of Heaven-Lupus Caelorum

To use this race, you will need a copy of the *DUNGEONS & DRAGONS* System Reference Document 5 or later.

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Acknowledgments

Regarding artwork, besides the original artwork you'll find adorning these pages, I have had to draw on artwork from the public domain. I believe this compliments the look and feel of our fantasy. Most of this supplemental art predates 1900 – it is largely unknown and unseen, but is magnificent, and deserves to be taken out from dusty archives and shown to a new generation. I hope you will find it as inspiring as I do and appreciate its value.

— *Bob Storrar*



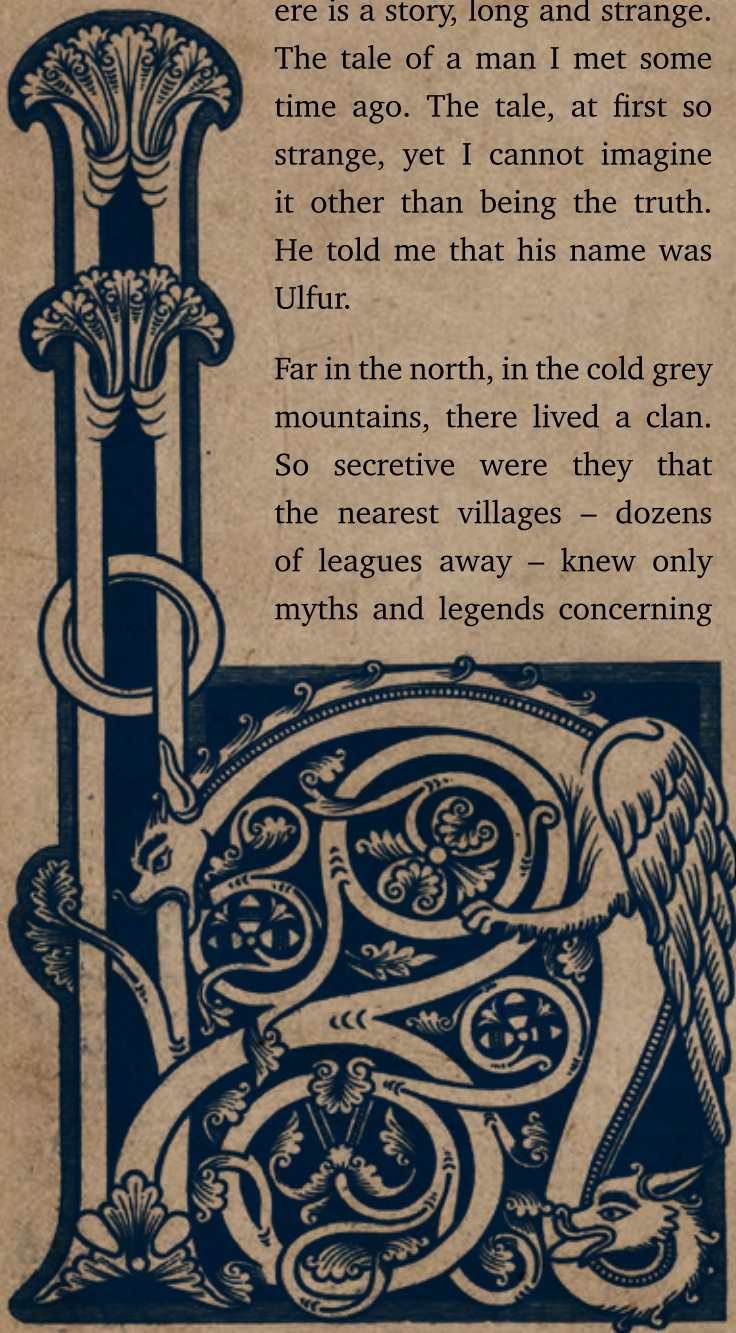


ere is a story, long and strange. The tale of a man I met some time ago. The tale, at first so strange, yet I cannot imagine it other than being the truth. He told me that his name was Ulfur.


Far in the north, in the cold grey mountains, there lived a clan. So secretive were they that the nearest villages – dozens of leagues away – knew only myths and legends concerning

a ghostly forest tribe. At certain times of the year, it was said, one might catch a glimpse from the corner of the eye, of one of their number, passing through shadow. But these were not fairy tales, told to keep naughty children in check. The stories were real.

There were reasons for the tribe's seclusion. They were not like other people, but were unique, for they were a clan of lycanthropes – werewolves – if you will. But not werewolves inflicted with the disease called lycanthropy, no, for they were born werewolves. It was in their blood and bone, passed down from generation to generation. They were not, according to Ulfur, raging monsters, unable to control their feral cravings. Theirs was not the corruption of a cursed bite, but the divine sanction of a powerful being. The *Lupus Caelorum*, as Ulfur called them, were the servants of a heavenly entity, put on this earth for a higher purpose. They were not children of the darkness, but children of the light, brought to wage war against darker things lying unseen in the bowels of the earth. Thus they lived far from human settlements and never ventured down to walk among them. They fought their war with the ancient evils of the world, seeking not the praise of men nor the sanction of the rulers of the kingdoms of men.







For centuries they lived amongst the ancient pines, a faraway fairy tale, forgotten by those who might otherwise fear them.

Then, one day, a great hero and his companions arrived in those chill-blasted lands. He and his band of slayers were sure of their prowess, and so arrogant in their “goodness” were they that they never thought, and it never occurred to them, that things could be other than what they seemed. Hearing rumors of the fairy tale creatures living away in the mountains, and drunk and full of hubris, they set out to find this mythical village.

Eventually, and with the help of great magics, they found the village. Shocked at a place of, what they thought, abominable evil, they attacked. Normally the villagers would have easily driven them off. But the slayers are used to dealing with creatures that far outweighed them in strength and cunning. They laid traps, took their time, remained hidden. By the time the villagers realized what was happening it was too late. The slaughter was terrible. A great accounting the villagers made of themselves, to be sure. Many of the slayers were defeated, but it wasn't enough. The last few of the Lupus Caelorum were rounded up in the center of the village square, where their heads were severed, adding to the bloody trophies

of the slayers. And so the village was destroyed. But, in the confusion, a young mother died, giving her small boy a chance to flee.

Ulfur was that boy, and his tale of woe is true. We travelled to that desolate ruin, where once his people had lived. Now it is a ghostly reminder of the arrogant ignorance that so often marks the history of man.

But one other thing we found there. A strange totem, freshly carved, in the likeness of a wolf-man.

*Excerpt from the field notes of Myrddyn
Undated, Location Unknown*

*Find the pre-generated character sheet for
Ulfur at the end of the book.*

Introduction

Know this...

There is that which is evil, and appears evil.

There is that which is evil, but appears good.

There is that which is good, and appears good.

And that which is good, but appears evil.

Judge not by appearances.

Rector Precept



When the world was young there came to be creatures of evil and creatures of good. Among the good creatures were the angels, the most well known of the heavenly

realm, but also many other creatures besides these. Some of these heavenly beings walked the earth, and sired progeny with the children of the earth. Of these were the Lupus Caelorum, to whom was given the triple mark of heaven, moon, and wolf. It was they who were tasked with hunting the abominations that stalked the night. The wolves of heaven walked a dangerous line though, for the fear they brought to the dark things was the same

fear they saw reflected on the faces of those they might protect. Such was their lot, and forever they would have to remain in the shadows, defenders of a world that didn't want them.

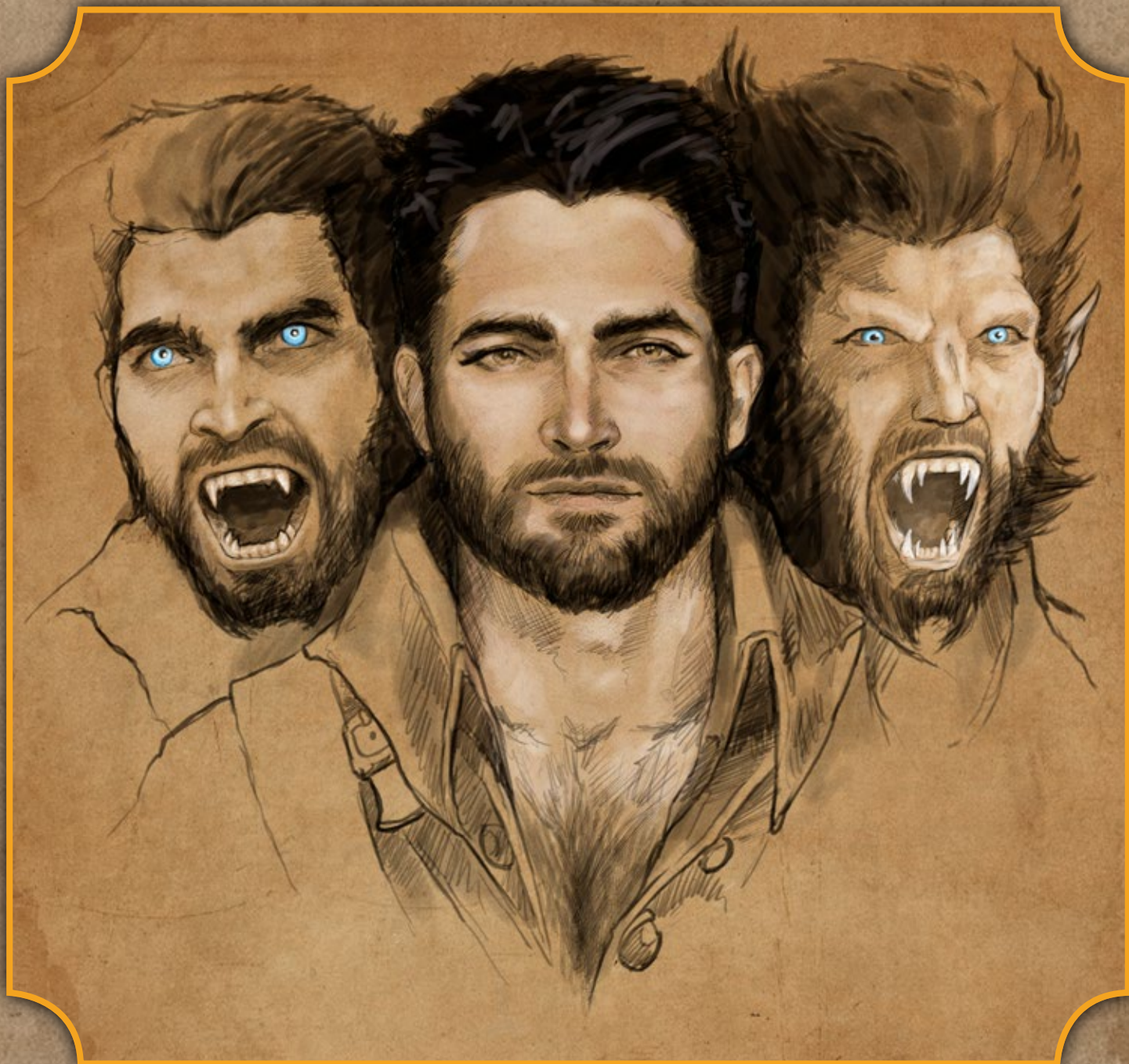
Unlike common lycanthropy, which passes on through the bite of cursed werewolves, each wolf of heaven is born from the blood that flows down through the generations, still carrying the essence of their angelic ancestors. As such, a *wolf of heaven's* transformation can be less severe than a normal werewolf's transformation, giving the Lupus Caelorum more control in their bestial forms.


Using This Book

The werewolf race presented in this book is designed to be a powerful reimagining of the standard werewolf presented in the SRD. As such, this race will work best in a campaign where all of the characters are wolves of heaven, and where the GM is experienced and comfortable balancing a game through other means than challenge rating alone. Check with your GM first!

Three Faces of the Wolf

In their human form, a wolf of heaven looks like a normal human, but their heritage is betrayed by their tendency to be hairier than average, with





thicker, muscular builds. They tend to be a foot or two taller than most humans.

When on the hunt or in battle, the Lupus Caelorum take on wolf-like facial features. Some even take on the full aspect of a wolf.

CALL OF THE MOON

The strong lunar links of their angelic forebears link all Lupus Caelorum to the turn of the moon. When the moon is full, the call of the wild is especially strong and hard to resist.

WOLF OF HEAVEN CLAN PACKS

Wolves of heaven have strong family ties that bind them to a clan pack. Each clan pack records its ancestry in detailed clan histories that are among the clan's most treasured possessions. Very rarely, a clan will adopt new members from other packs, but only if the initiates can prove their Lupus Caelorum heritage and some link to the adoptive clan.

WOLF OF HEAVEN NAMES

Wolves of heaven living as a clan pack adopt names that reflect their angelic heritage, lunar calling, or their war against evil. Parents often name their sons and daughters in honor of brave

ancestors and legendary clan figures. Wolves of heaven living among humans adopt the naming conventions of the society they live within.

Male Names: Abner, Adophus, Angelo, Bjorn, Blair, Brice, Caesar, Connell, Dugald, Fergus, Fingal, Gabriel, Galahad, Goddard, Grig, Howell, Jermyn, Logan, Lucian, Magnus, Marcus, Melchior, Oswin, Rafael, Ragnor, Remus, Romulus, Rudolf, Ulfur, Xavier, Wulfric, Wolfgang

Female Names: Adrienne, Agatha, Angelica, Astra, Beata, Celeste, Enid, Erica, Evangeline, Fidelia, Gabrielle, Grace, Ira, Lana, Lucretia, Luna, Mena, Nadia, Phoebe, Rina, Sanchia, Selina, Stella, Tessa, Theodora, Vera, Zilla

Clan Names: Bloodpelt, Brightmoon, Dawncaller, Greatpelt, Ironpelt, Longpaw, Moonhowel, Nightrunner, Palestrider, Pureblood, Redfang, Silentclaw, Silvershadow, Unbent, Whitefang





Weary Wolf

Edo Simer

Wolf of Heaven Werewolf Traits



our wolf of heaven werewolf character has certain traits deriving from your lycanthrope bloodline.

Ability Score Increase. Your Strength score increases by 2. Your Dexterity score increases by 1.

Age. Wolf of heaven werewolves reach adulthood in their late teens and can live longer than a century.

Alignment. Wolf of heaven werewolves shun societal structures other than that of the pack, and tend toward chaos. Most tend towards good, while those who don't manage to take control of their bestial natures tend towards evil.

Size. Wolf of heaven werewolves are larger and bulkier than average humans, and are taller by 1 or 2 feet. Your size is Medium.

Speed. Your base walking speed is 40 feet.

Feral Form. You can take an action to take on a feral form, with luminous eyes, fangs, and claws. In feral form, you gain a +2 bonus to your Strength score and a +1 bonus to your Dexterity score. While in this form you have disadvantage on Charisma (Persuasion) checks. In addition, you gain the following abilities:

2 claw attacks that each deal 1d4 damage.

A bite attack that deals 1d6 points of damage.


This form lasts until you take an action to return to your normal form, or until you are reduced to 0 hit points. You can transform into feral form a number of times per day equal to 3 + 1/2 your character level.

Lupine Form. You can take an action to transform from feral form into lupine form, growing hairier, with longer fangs, and elongated ears. This may include taking on the form of a wolf. In lupine form you gain an additional +2 bonus to Strength and a +1 bonus to your Dexterity score over and above those provided by feral form. In addition, you gain the following abilities:

Your Armor Class increases by 1.

Your speed increases by 10 feet.

This form lasts until you take an action to return to your feral form, or until you are reduced to 0



hit points. To end lupine form, you must make a Wisdom save, the DC of which is 12 + 2 for each consecutive failed save. The DC is increased by +6 on the night of a full moon. You may choose to fail this save. If you fail this Wisdom save 3 times in a row, the GM may take control of your character until the following sunrise, at which point you suffer from 2 levels of exhaustion, and recall nothing of what happened from the time you lost control until now. You can transform into lupine form a number of times per day equal to 1/2 your character level.

Animal Magnetism: You exude a raw sexual appeal that gives you advantage on Charisma (Persuasion) checks for the purposes of seduction. This ability only functions in human form.

Curse of the Moon. During the night of a full moon you must make a DC 18 Wisdom save every 2 hours or transform into lupine form. If you have no lupine form transformations left and you fail this save, you transform into lupine form and immediately lose control of your character to the GM, following the rules given above in the lupine form ability.

Darkvision. Because of your werewolf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light. You can't discern color in darkness, only shades of gray.

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

Menacing. You gain proficiency in the Intimidation skill against creatures of your size category or smaller when in feral or lupine form.

Regeneration. You regain a number of hit points at the start of your turn, equal to your Constitution bonus. You cannot gain more than your maximum hit points in this way.

Silver Weakness. Silver is deadly to werewolves. You take double damage from silvered weapons, and ingesting silver powder applies the poisoned condition to you, for a duration of 1d4 days per dose. Your regeneration ability doesn't function until you have recovered from the poisoned condition. A silver collar or cuffs has a similar effect on you.

Wolfsbane Weakness. Wolfsbane has the same effect on you as silver when ingested.

Languages. You can speak, read, and write Common and one extra language of your choice. Wolf of heaven werewolves typically learn the languages of the peoples they live among.



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Ulfur



information

Race: *Wolf of Heaven*

Class & Level: *Monk 6*

Alignment: *Chaotic good*

Age: *26*

Height: *6' 11"*

Weight: *+/- 300 lbs*

Background: *Outlander*

Statistics

Strength	18/ 20/22	Bonus	+4/ +5/+6
Dexterity	15/ 16/17	Bonus	+2/+3
Constitution	13	Bonus	+1
Intelligence	8	Bonus	-1
Wisdom	12	Bonus	+1
Charisma	10	Bonus	+1

Passive Wisdom (Perception) 14

Inspiration

Proficiency Bonus +3

Saving Throws

Strength	●	+4/ +5/+6
Dexterity	●	+2/+3
Constitution	○	+1
Intelligence	○	-1
Wisdom	○	+1
Charisma	○	+0

Armour Class	15/16
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Initiative	1 d10 +5 / +6
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Speed	55 / 65 feet
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Hit Points	Experience Points
39	14 001

Death Saves

Successes

Failures

Ki Points

6

Attacks & Spellcasting

Name	Attack Bonus	Damage / Type
Claws x 2:	1d4 + 5/6/7	Slashing
Bite:	1d6 + 5/6/7	Piercing
Martial Arts:	1d6 + 5/6/7	

Skills

*Acrobatics:	(Dex)	+5	<input checked="" type="radio"/>
Animal Handling:	(Wis)	+1	<input type="radio"/>
Arcana:	(Int)	-1	<input type="radio"/>
*Athletics:	(Str)	+7	<input checked="" type="radio"/>
Deception:	(Con)	+0	<input type="radio"/>
History:	(Int)	-1	<input type="radio"/>
Insight:	(Wis)	+1	<input type="radio"/>
Intimidation:	(Cha)	+0	<input type="radio"/>
Investigation:	(Int)	-1	<input type="radio"/>
Medicine:	(Wis)	+1	<input type="radio"/>
Nature:	(Int)	-1	<input type="radio"/>
Perception:	(Wis)	+1	<input type="radio"/>
Performance:	(Cha)	+0	<input type="radio"/>
Persuasion:	(Cha)	+0	<input type="radio"/>
Religion:	(Int)	-1	<input type="radio"/>
Sleight of Hand:	(Dex)	+2	<input type="radio"/>
*Stealth:	(Dex)	+5	<input checked="" type="radio"/>
*Survival:	(Wis)	+4	<input checked="" type="radio"/>

Other Proficiencies and languages

Simple weapons / short swords
Common
Wolfstongue
Elvish
Orc

Treasure

50 gp

Equipment

war horse

backpack

ration (2 weeks)

rope

explorer's pack

dagger (silver)

Features & Traits

"Wanderer" Outlander

Unarmored defense (phb p78 - 79)

Martial arts

ki

unarmoured movement

Monastic tradition:

Way of the Open Hand

Deflect missiles

Ability Score Improvement (Str)

Slow fall

Extra Attack

Stunning Strike

Ki-empowered strikes

Monastic Tradition Features:

Open hand technique

Wholeness of Body

Feral form (pp 13)

(glowing eyes, fangs, claws)

Disadvantage on Charisma rolls

2 x claw attacks (1d4 damage each)

1 x bite attack (1d6 damage)

Lupine form

+2 bonus strength

+1 bonus dex

Ac: +1

Keen hearing and sense of smell

Menacing

Regeneration



Personality Traits

Surly and gruff to cover a soft heart. Menacing, intimidating and never scared to fight. Material wealth means nothing to him.

Ideals

Live and let live until those who cannot protect themselves need protection (especially children and animals)

Bonds

I'll hunt down those who destroyed my village.

Flaws

Silver weakness
Wolfsbane weakness



Scarthey

UNIVERSITY OF THE ARCANES

From Scarthey, the University of the Arcane and its Library, a world of adventure is unfolding. Are you brave enough? Do you dare?



by Rodney Sloan
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Bob Storrar

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PLAYER RACE AND A LEVEL 6 PREGENERATED CHARACTER

Wolf of Heaven LUPUS CAELORUM

KNOW THAT WHICH APPEARS EVIL, BUT BARES ITS FANGS
AGAINST THE DARKNESS.

If you've been dying to play a werewolf inspired by popular TV shows and movies, this is your chance.

The Wolf of Heaven race detailed here is a potent reimagining of the werewolf presented in the standard game and the SRD. The children of heavenly beings and mortals, the Lupus Caelorum are deadly hunters and ferocious warriors, fully detailed here and ready to add to your high powered campaign.



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