



SELÛNE'S GAZE

CHARACTER OPTIONS FOR DRAGON HEIST

BENJAMIN L. EASTMAN & MATT DUNN

SELÛNE'S GAZE

CREDITS

Publisher: Eastman Dunn Press

Designers: Benjamin L. Eastman and Matt Dunn

Logo: Sean Maroney

Proofreading: Evan Perlman

Interior Design: With the help of Scott Tolksdorf's Homebrewery [website](#).

Contact Us: eastman.dunn.press@gmail.com

DISCLAIMER

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is © **Eastman Dunn Press** and published under the Community Content Agreement for Dungeon Masters Guild. Not for resale. Permission granted to print or photocopy this document for personal use only.

ARTWORK

Cover art: Created by Deviant Art user [Akchi](#) and used under Creative Commons License 3.0.

Page 1: Artwork made available on [Max Pixel](#) and used under Creative Commons License CC0.

Page 2: Created by Iron Thunder and made available under Creative Commons License 3.0. This work was taken from Arcana Games' [Cover Art Pack](#).

Page 4: Created by Ekaterinya Vladinakova and used under Creative Commons License CC0. This work was taken from Arcana Games' [Planar Art Pack: The Planes, Spheres and Aether](#)

Page 6: Created by Deviant Art user [Skoti2](#) and used under Creative Commons License 3.0.

Page 8: Artwork made available from Arcana Games' Cover Art Pack.

Any uncredited art is made available through the DMs Guild Community Art Packs.



EASTMAN
DUNN PRESS



CLASS OPTIONS FOR DRAGON HEIST

Perched along the Deepwater Bay and protected by a mountain that shares its name, Waterdeep is the largest metropolis along the Sword Coast. As the four overland trade routes intersect in the city, Waterdeep serves as a hub for trade for the many city-states of the north. Home to all races and parishioners of most faiths, Waterdeep has truly earned its reputation as the City of Splendors and the Crown of the North.

SELÛNE

As a metropolis, many famous arcanists have called Waterdeep home and even mundane Waterdhavians worship arcane faiths. While some worship Azuth or Mystra, many residents offer their prayers to the Moonmaiden Selûne. Waterdhavian worship of Selûne dates back to the 4th century DR, and the fortunes of the faith have waxed and waned throughout the centuries like the tides of the moon.

The Church of Selûne draws on the support of many of the faithful in the City of Splendors. The warrior-mages of the Knights of the Blue Moon traditionally owe allegiance to the Moonmaiden, and practitioners of Lunar Magic belong to the city's many arcane schools and orders. Monks who walk the Way of the Rising Moon have begun to proselytize in the Plinth, offering healing to those who cannot otherwise afford it. Moonbound rangers who patrol the Sword Mountains often volunteer their services to the House of the Moon, and barbarians who follow the Path of the Beast Within find the Moonmaiden to be more understanding of their heritage.

DRAGON HEIST

Selûne's Gaze offers players and DMs five new subclasses for use while adventuring in the Forgotten Realms.

In the adventure **Dragon Heist**, players help renowned author Volothamp Geddarm locate a trove of treasure — all while keeping it out of the hands of Waterdhavian villains. As heists often occur under the cover of darkness, you may find the class features of these moon-themed classes helpful in carrying out your heist.

While **Dragon Heist** is written for characters from levels 1-5, these options can be used up to level 20. While designed with capers in mind, these classes can be used for all types of adventures.



SUBCLASSES OF SELÛNE'S GAZE

Class	Subclass	Level Available	Description
Barbarian	Path of the Beast Within	3rd	Filled with a rage that taps into their lycanthropic heritage
Fighter	Knight of the Blue Moon	3rd	Uses the phases of the moon to convert magic into martial power
Monk	Way of the Rising Moon	3rd	Uses tidal movements to cure the ailments of the world
Ranger	Moonbound Ranger	3rd	Harnesses seasonal powers of the moon to control the battlefield
Wizard	Lunar Magic	2nd	Manipulates the link between the moon and the Weave to fuel magic

BARBARIAN

"From an early age, I knew that there was something different about my people. Other tribes gave us a wider berth in our wanderings, and even the boldest armies of Faerûn left us alone. It was not until I grew older and started to change that I realized that everyone I knew had descended from wereboars."

— Bellon Tuskit, Chieftain of the Amurrano Tribe

PRIMAL PATHS

At 3rd level, a barbarian gains the Primal Path feature. The following option is available to a barbarian, in addition to those offered in the *Player's Handbook*: the Path of the Beast Within.

PATH OF THE BEAST WITHIN

Barbarians who follow the Path of the Beast Within harness their connection to the moon to fuel their inner beast. Most barbarians do not choose to follow this path. Rather, their rage betrays their lycanthropic ancestry.

Many barbarians who heed their path because of a forebear who was a werebeast. Many tribes accept outcast werebeasts into their number, thereby gifting their offspring with the power of the moon. Other barbarians may follow the Path of the Beast Within after an unfortunate encounter with a lycanthrope (see sidebar).

It is uncommon for barbarian tribes to have encountered more than one lycanthrope into its midst. Nevertheless, some tribes actually seek out these creatures to further the power and influence that the werebeasts can provide.

PATH OF THE BEAST WITHIN FEATURES

Barbarian Level	Feature
3rd	Keen Senses, Cursed Anger
6th	Ancestral Instincts
10th	Ferocious Anger
14th	Savage Instincts



LYCANTHROPY IN D&D

When you encounter a werebeast in melee combat, you risk becoming afflicted by the curse by lycanthropy. While *remove curse* will rid you of this affliction, you may not have the means or desire to do so.

The Monster Manual provides rules on how you become a lycanthrope. While the specific werebeast dictates the degree that you are changed, all lycanthropes will gain traits, damage immunities, and natural attacks. Ultimately, this creates a power rift between you and your fellow players.

As rage is a primal force, the curse may meld with a barbarian's fury. Some barbarians feel like their lycanthropy merges into their rage, while others feel like their rage wars with their affliction. Still others feel like they are constantly undergoing changes, with their rage honing the curse into new forms.

Instead of following the Monster Manual's rules for Player Characters as Lycanthropes, your DM may allow you to take levels in this path. If you are a barbarian of at least 3rd level, you replace the features specific to your previous Primal Path with the Path of the Beast Within.

KEEN SENSES

At 3rd level, you have advantage on Perception checks that rely on either sight or hearing (choose one).

CURSED ANGER

At 3rd level, you begin to exhibit some of the traits of your lycanthrope ancestor while raging. Choose the abilities of your ancestor which may only be used while raging.

Werebear: Your hands grow into claws and your mouth turns into a ferocious row of teeth. You have a claw attack which deals 1d8 + Strength damage, and a Bite attack which deals 1d6 + Strength damage. After using the Attack action, you may make a bite attack as a bonus action if you did not make a weapon attack using two hands. You have a climb speed equal to one-half your walking speed.

Wereboar: Your fury allows you to shrug off blows that would slay most mortals. While raging, you have resistance to cold and fire damage, and you have advantage on Constitution saving throws. If you suffer 10 damage or less that would reduce you to 0 Hit Points or fewer, you are reduced to 1 hit point instead. You can't use this ability again until you complete a short or a long rest.

At 10th level, you can use this ability when you take 20 damage or less. At 14th level, you can use this ability when you take 30 damage or less. The total damage is determined once resistances, vulnerabilities and other modifiers to damage have been applied.

Wererat: Your fury hones your reflexes and improves your eye-hand coordination. You may add your Rage Bonus damage to melee weapon attack rolls made with finesse weapons. You may also use your Reckless Attack ability with melee weapon attack rolls made with finesse weapons. You may also Hide as a bonus action.

Weretiger: Your fury sharpens your reflexes, making your ranged attacks more potent. You may add your Rage Bonus damage to ranged weapon attacks rolls using Dexterity. You may also use your Reckless Attack ability with ranged attacks using Dexterity. You may also Disengage as a bonus action.

Werewolf: Your hind legs lengthen, and your jaw extends into a ferocious maw — all the better to eat them with. Your speed increases by 10 ft. You have a melee bite attack that does 1d6 + Strength damage. You deal an extra 1d6 damage against a creature if it's below its hit point maximum. You can deal this extra damage only once per turn.

ANCESTRAL INSTINCTS

At 6th level, you exhibit one of the following traits of your lycanthrope ancestors even when you are not raging.

Werebear: You develop a heightened sense of smell. You may use Perception to track other creatures with by smell.

Wereboar: You exude an aura of menace even outside of battle. You have advantage on Intimidation checks while not in combat.

Wererat: Your footfalls are silent and you blend into every shadow. You have advantage on Stealth checks while not in combat.

Weretiger: You are sleek and nimble and always manage to land on your feet. You have advantage on Acrobatics checks while not in combat.

Werewolf: Even while traveling through thick brush, you move with remarkable quickness. You ignore difficult terrain and penalties to Perception when moving at a fast pace.

FEROCIOUS ANGER

At 10th level, choose one of the following abilities that you can use while you are raging.

Werebear: Your fury causes you to swell to an enormous stature. Your size changes to Large. All of your melee weapons have the Reach property and deal an additional 1d4 damage.

Wereboar: Your blows ravage your foes when you charge. If you move at least 15 feet straight toward a target and then hit with a melee attack using Strength, you deal an additional 2d8 damage.

Wererat: You lash out at foes with a flurry of quick jabs. You can use your action to make melee attacks against any number of creatures within 5 feet of you, with a separate attack roll for each target.

Weretiger: You may roar as an action. Each enemy within 60 ft. that can hear you must make a Wisdom saving throw (DC = 8 + Proficiency bonus + Constitution modifier). Any creature which fails its saving throw deals half its normal damage until the end of your next turn. You may not use this ability again until you have completed a short or long rest.

Werewolf: You may growl as an action. One target of your choice within 60 ft. that can hear you must make a Wisdom saving throw (DC = 8 + Proficiency bonus + Strength modifier) or become frightened of you until your rage ends. At the end of each of its turns, the target can make another Wisdom save to end the condition early.

SAVAGE INSTINCTS

At 14th level, your temper transcends consciousness. Your rage does not end early unless you fail a death saving throw.

FIGHTER

"There are many maneuvers among the battlemasters of Faerûn — feint, goad, lunge, parry. In my many battles, I learned that you are better served reading the ebb and flow of melee. So too does the Moonmaiden teach that by watching the patterns of the Moon we may grasp the strands of the Weave, thereby increasing our martial and arcane mastery.

— Aefander Rhuplenten, Master of the Blue Moon

MARTIAL ARCHETYPES

At 3rd level, a fighter gains the Martial Archetype feature. The following option is available to a fighter, in addition to those offered in the *Player's Handbook*: the Knight of the Blue Moon.

KNIGHT OF THE BLUE MOON

Since time immemorial, Moonmaiden Selûne has fought an eternal war against the darkness of her sister Shar. To solicit aid in her endless struggle, Selûne taught mortals how to manipulate tidal influences over the Weave.

While once a member of a religious organization, the archetypal Knight of the Blue Moon is molded into the ideal adversary of darkness. Unlike other warrior-mages, Knights of the Blue Moon eschew the study of arcane texts to cast spells. Knights instead react to the ebb and flow of the tides to cast spells from the Abjuration and Illusion schools of magic. More sorcerer than wizard, more fighter than mage, the Knights walk the path of the moon — both darkness and light.

KNIGHT OF THE BLUE MOON FEATURES

Fighter Level	Feature
3rd	Bonus Proficiency, Spellcasting
7th	Intensity of the Waxing Moon
10th	Alacrity of the Quarter Moon
15th	Armament of the Waning Moon
18th	Blessing of the Blue Moon

BONUS PROFICIENCY

When you become a Knight of the Blue Moon, you gain proficiency in either the Arcana or Religion skill.



SPELLCASTING

When you reach 3rd level, you augment your martial prowess by casting spells. See chapter 10 of the *PHB* for the general rules of spellcasting and chapter 11 for the sorcerer spell list.

CANTRIPS

At 3rd level, you know 2 cantrips from the sorcerer spell list. At 10th level, you learn a third.

SPELL SLOTS

The Knight of the Blue Moon Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *magic missile* and have a 1st-level and a 2nd-level spell slot available, you can cast *magic missile* using either slot.

SPELLS KNOWN OF 1ST-LEVEL AND HIGHER.

You know three 1st-level sorcerer spells of your choice, two of which you must choose from the abjuration and illusion spells on the sorcerer spell list.

The Spells Known column of the Knight of the Blue Moon Spellcasting table shows when you learn more sorcerer spells of 1st level or higher. Each of these spells must be an abjuration or evocation spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the sorcerer spells you know with another spell of your choice from the sorcerer spell list. The new spell must be of a level for which you have spell slots, and it must be an abjuration or evocation spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your sorcerer spells, since your magic relies on your ability to project your will into the world. You use your Charisma whenever a spell refers to your Spellcasting ability. In addition, you use your Charisma modifier when Setting the saving throw DC for a sorcerer spell you cast and when Making an Attack roll with one.

- **Spell save DC** = 8 + your proficiency bonus + your Charisma modifier
- **Spell attack modifier** = your proficiency bonus + your Charisma modifier

INTENSITY OF THE WAXING MOON

At 7th level, you glean how to track the flow of the moon to make additional attacks. You can expend a spell slot to make a weapon attack as a bonus action. You deal an additional 1d6 weapon damage for each spell level that you expended.

ALACRITY OF THE QUARTER MOON

At 10th level, you intuit how the moon may be used to detect danger. You can give yourself a bonus to your initiative rolls equal to your Charisma modifier.

KNIGHT OF THE BLUE MOON SPELLCASTING

Fighter Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3rd	2	3	2			
4th	2	4	3	-	-	-
5th	2	4	3	-	-	-
6th	2	4	3	-	-	-
7th	2	5	4	2		
8th	2	6	4	2	-	-
9th	2	6	4	2	-	-
10th	3	7	4	3	-	-
11th	3	8	4	3		
12th	3	8	4	3	-	-
13th	3	9	4	3	2	-
14th	3	10	4	3	2	-
15th	3	10	4	3	2	
16th	3	11	4	3	2	-
17th	3	10	4	3	2	-
18th	3	10	4	3	2	-
19th	3	12	4	3	2	1
20th	3	13	4	3	2	1

ARMAMENT OF THE WANING MOON

At 15th level, you deduce how to protect yourself using ebbs of the moon. When you are the target of a spell, you can expend a spell slot as a reaction to gain advantage on saving throws against magic. Until the end of your turn, you have a bonus to your AC equal to the spell level expended.

BLESSING OF THE BLUE MOON

At 19th level, you intuit how to share the moon's power with your allies. As a reaction, you can expend a spell slot and grant the benefit of Intensity of the Waxing Moon or Armament of the Waning Moon to an ally within 30 ft of you. Once you use this ability, you can't use it again until you complete a short or long rest.



MONK

"Healers burn the midnight oil in stuffy libraries for the mere chance of learning the secrets of healing. If only they snuffed their lamps and raised their eyes to the night sky, they would witness the movements of Selûne and uncover everything that they so desperately seek."

— Matthuel, Sage of the Rising Moon Abbey

MONASTIC TRADITIONS

At 3rd level, a monk gains the Monastic Tradition feature. The following option is available to a monk, in addition to those offered in the *Player's Handbook*: Way of the Rising Moon.

WAY OF THE RISING MOON

Monks who practice the Way of the Rising Moon are widely sought after for their healing skills. Monks were among the first to ascertain that the moon controls the tides in all bodies of water. Concluding that the blood was the water of life, these monks focused their efforts toward curing the ailments of the world. These monks have learned to channel their ki to control the blood flow of themselves or their allies.

WAY OF THE RISING MOON FEATURES

Monk Level	Feature
3rd	Healing Arts
6th	Push and Pull of the Tides
11th	Purity of the Moon
17th	Lunar Aura

HEALING ARTS

Whenever an enemy is hit by one attack granted by your Flurry of Blows, one ally within 30 feet that you can see may regain an amount of hit points equal to your Wisdom bonus. You may also spend 3 ki points to cast *healing word* or *cure wounds* as first level spells.

Once you reach the 5th level in this class, you can spend additional ki points to increase the level of any *healing word*

or *cure wounds* spell that you cast using ki points. The spell's level increases by 1 for each additional ki point you spend. For example, if you are a 5th-level monk and cast *healing word*, you can spend 2 ki points to cast it as a 2nd-level spell (the discipline's base cost of 1 ki point plus 1).

The maximum number of ki points you can spend to cast a spell in this way (including its base ki point cost and any additional ki points you spend to increase its level) is determined by your monk level, as shown in the table below.

SPELLS AND KI POINTS

Monk Level	Maximum Ki Points for Spell
5th-8th	3
9th-12th	4
13th-16th	5
17th-18th	8

PULL AND PUSH OF THE TIDES

At 6th level, whenever you succeed at a Dexterity saving throw or are missed by an attack, you may choose one of the options below as a reaction.

- You can reroll a saving throw against an ongoing condition, but immediately suffer any consequences of failure.
- One ally you can see has advantage on their next saving throw before the start of your next turn.
- One ally automatically passes a death save.

PURITY OF THE MOON

At 11th level, you may spend 1 ki to grant you resistance to bludgeoning, slashing, and piercing damage until the beginning of your next turn. You may also use your reaction to bestow this ability on one ally you can see.

LUNAR AURA

At 17th level, at the end of your turn, a number of allies equal to your Wisdom bonus that you can see recover 2d8 hit points. If you took damage this turn, the amount of hit points recovered increases to 3d8.



RANGER

"My dearest Emile, I regret that I must send you and your tutor Dulcimer so close to the Mere of Dead Men; alas, it is the most direct path between Waterdeep and Neverwinter. I have hired a ranger who knows the secrets of the moon who will protect you from whatever lizardfolk and bullywugs who would seek to waylay you on your travels."

— A letter from the Marquise of Ochenwerld to his son

RANGER ARCHETYPE

At 3rd level, a ranger gains the Ranger Archetype feature. The following option is available to a ranger, in addition to those offered in the *Player's Handbook*: Moonbound Ranger.

MOONBOUND RANGER

While the sages teach that the first Moonbound rangers were elves, all creatures of the Realms chronicle how the moon aids in the hunts. Among the folk tales, the moon is a guide and teller of omens. It often heralds bountiful harvests or terrible natural catastrophes. It can illuminate things in the dark places and deceptively dance over waters, rock and trees to fool the unwary. Throughout the year, Moonbound rangers spend nights in study of the the lunar cycles, learning all the secrets that each season can teach them.

MOONBOUND RANGER FEATURES

Ranger Level	Feature
3rd	Light of the Planter's Moon, Moonbound Magic
7th	Armor of the Thunder Moon
11th	Sickle of the Harvest Moon
15th	Mantle of the Reaper's Moon

MOONBOUND RANGER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels of this class, as shown in the Moonbound Ranger Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

MOONBOUND RANGER SPELLS

Ranger Level	Spell
3rd	<i>illusory script</i>
5th	<i>moonbeam</i>
9th	<i>clairvoyance</i>
13th	<i>hallucinatory terrain</i>
17th	<i>scrying</i>

LIGHT OF THE PLANTER'S MOON

At 3rd level, you mark the first creature you hit each round with a melee or ranged attack. The next attack roll made against this creature before the end of your next turn has advantage.

ARMOR OF THE THUNDER MOON

At 7th level, you gain an armor of summer storms. Whenever you are hit by a melee attack, you may use your reaction to shock your attacker. The creature that attacked you must make a Constitution saving throw against your spell save DC. On a failed save, the creature takes Thunder damage equal to your Dexterity modifier and is pushed 10 feet away from you. On a successful save, the creature isn't pushed but still takes the damage. Creatures with resistance to thunder damage have advantage on the saving throw, and creatures that are immune to thunder damage are not affected by this ability.

SICKLE OF THE HARVEST MOON

At 11th level, your attacks start to affect the other creatures around it. Each time you hit a creature with an attack, all other enemies within 10 feet of that creature take an amount of necrotic damage equal to your Dexterity bonus.

MANTLE OF THE REAPER'S MOON

At 15th level, the ranger has learned the mysteries of the winter moon. You and all allies within 30 feet gain resistance to cold damage. You also have advantage on saving throws against any spell or ability that would reduce your hit point maximum.



WIZARD

"Iqbal wasn't much to look at with his broken spectacles and pointy cap — and that was before he started yammering on about the blasted moon. I thought we were goners after the hobgoblins captured everyone but him, and I was gobstobbed that Iqbal snuck into the camp and freed us. I owe Icky my life, and I fear just where I'll follow him to repay this debt.

— Aidy Longtooth

ARCANE TRADITION

At 2nd level, a wizard gains the Arcane Tradition feature. The following option is available to a wizard, in addition to those offered in the *Player's Handbook*: Lunar Magic.

LUNAR MAGIC

You are a student of myriad unseen connections between the moon and the Weave of Magic. You learn how to manipulate the cycles of the moon to magnify and modify your magical might. While you did not concentrate on any given school of magic, you use your talents with all spells that you cast.

LUNAR MAGIC FEATURES

Wizard Level	Feature
2nd	Initiate of the New Moon
6th	Adept of the Crescent Moon
10th	Disciple of the Gibbous Moon
14th	Master of the Full Moon

INITIATE OF THE NEW MOON

Starting at 2nd level, you are proficient in Perception. As your eyes have grown accustomed to casting spells in near darkness, you have darkvision out to 60 feet. If you already have darkvision, the range is extended by 60 feet (to a maximum of 120 feet).

ADEPT OF THE CRESCENT MOON

Starting at 6th level, you can resist magical effects with your knowledge of the arcane. When you would make a saving throw against magic, you can instead substitute your Intelligence (Arcana) bonus. Once you use this ability, you can't use it again until you have completed a short or long rest.

DISCIPLE OF THE GIBBOUS MOON

When you cast a spell of 1st level or higher, you can use your bonus action to recede into the shadows. You become invisible until the start of your next turn. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain any expended uses when you finish a long rest.

MASTER OF THE FULL MOON

You are at the height of your magical power. When you cast a spell of 1st level or higher, you can choose to reroll your spell attack or have one creature reroll its saving throw. Once you use this ability, you can't use it again until you have completed a short or long rest.

SELÛNE'S GAZE IN EBERRON

While the class options in Selûne's Gaze was created with the Forgotten Realms in mind, you can easily use them with other campaign settings. Included are notes on how you can adapt these options for Eberron.

- Barbarians who follow the Path of the Beast Within may be shifters who belong to secluded barbarian tribes in the Eldeen Reaches. The halfling tribes in Talenta are rumored to have sheltered werereatures from the Silver Flame.
- Due to prevalence of magic in the world, Knights of the Blue Moon are commonly found in the armies of the Five Nations. Aundair is renowned for training warrior mages with inherent skill and ability.
- Monks who follow the Way of the Rising Moon can be found amongst the Kalashtar who fled Adar or are hidden in monasteries in Karnath
- Moonbound rangers form elite and haunted remnants from the fallen nation of Cyre. Stormreach employs many rangers who would rather brave Xen'drik at night.
- From the halls of Morgrave University to monstrous Droaam, wizards study Lunar Magic and the effects of Eberron's twelve (or perhaps thirteen?) moons on the world around them.

