

THE BEASTS OF PHANDALIN FOREST



A SIDE-QUEST ADVENTURE FOR THE
LOST MINES OF PHANDELVER



THE BEASTS OF PHANDALIN FOREST

The death of Thel Dendrar, Phandalin's woodcutter, sets his son on a righteous and deadly path.

A Lost Mine of Phandelver side-quest supplement for characters of level 4-5.

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Disclaimer: The author cannot be held responsible for incurring the wrath of Malar or his followers. In the event that you find yourself struggling to find a cleric to remove a curse of lycanthropy, blame your Dungeon Master. If that doesn't work, blame Ed Greenwood—he started all of this.

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Phandalin



OVERVIEW

“The Beasts of Phandalin Forest” is a short DUNGEONS & DRAGONS side quest for four characters of about 4th and 5th levels to be included in the *Lost Mine of Phandelver* adventure.

This adventure has a tie-in to an existing event introduced in the *Lost Mine of Phandelver* adventure—the death of Thel, the woodcutter.

Although this adventure is written to be used with the *Lost Mine of Phandelver*, it is also suitable for use in other settings, including those of the Dungeon Master’s own creation.

The half-orc werebear leader is the most challenging combat encounters of the *Lost Mine of Phandelver*—around the same Challenge Rating as the young green dragon. He will take the same action as the green dragon, fleeing when reduced to half hit points or less, so that he might return again.

MALAR, GOD OF THE HUNT

The god of the hunt is feral, wild, and vicious. Malar, also called the Beastlord and the Great Hunter, is the dark side of nature. The civilized people of Faerûn forbid worshipping the evil god and loathe his followers, called Malarites, considering them savage murderers. Malarites mostly consist of evil lycanthropes and those who seek to prevent all civilization expansions.

GEOGRAPHY

Phandalin Forest is a small and sparse forest. The woods run along the edges of the foothills and mountains. The forest begins to the east of Alderleaf Farm and south of Tresendar Manor and continues east to the foothills (Wave Echo Cave) and to the south to the Sword Mountains.

ADVENTURE HOOK

THE STORY

Two years ago, a woodcutter named Randal Marsk was killed at the edge of the forest by what the townsfolk believed was a bear. In fact, he was killed by the town's hunter, the half-orc werebear, Krusk.

After murdering Randal, Krusk decided to interject himself into local politics. As the town's favored hunter, he worked with the mayor to block the deforestation of the nearby woods.

Six months ago, the Drendrar family arrived in Phandalin, and Thel Drendrar reopened the woodcutter's shop. Phandalin had held off on logging until the Drendrar family arrived in town. Since then the mayor's position has weakened, due to the rumored discovery of Echo Wave Cave and the hopes of a booming Phandalin.

Upset by this, Krusk tempered his anger and changed his tactics. Rather than a direct attack against Thel, he worked to undermine him. Krusk befriended the woodcutter's thirteen-year-old son, Nars, and began indoctrinating him as a hunter and follower of Malar.

Just days before the adventurers arrive in town, Thel Drendrar was murdered by the Redbrands and his family was kidnapped. The party may investigate the woodcutter's death to discover that it was Krusk's companions who framed Thel by killing three Redbrand bandits in the woods and leaving the woodcutter's axe at the scene. They couldn't restrain themselves in the same way as their leader, so they took action without his knowledge or approval. Krusk still isn't aware of their actions.

Against Thel's wishes, Krusk has been training Thel's son, Nars, to hunt in hopes of breaking the Dendrar family legacy of woodcutting.

After the heroes rescue the Dendrar family in "**Part 2: Redbrand Hideout**," the fatherless Nars runs away to join Krusk. Mirna, the widow, pleads with the adventurers to help find her son. Clues lead them into the forest in search of Krusk's camp in hopes of convincing the boy to return home.

Once in the forest, they encounter the two companions, a pair of evil **werewolves**. When they reach the camp, they must convince the boy to leave Krusk's side and return home or confront the **werebear** and child.

IMPORTANT NPCs

Krusk. A half-orc hunter who comes to town once or twice a week providing game meat for the villagers. The villagers don't know Krusk is a werebear or that he worships Malar. The villagers are blinded to any flaws due to his consistent delivery of meat, which he provides for free or barter for common items and services.

RUMORS

Lavinia, the farrier: "Thel was the second woodcutter killed since I've been here. Maybe that forest is cursed."

Corrin, the Sleeping Giant brewer: "Thel was a third-generation woodcutter. I wonder if his son will follow his father's footsteps or turn away from it. I'm a fourth-generation brewer, but I'm not sure about my son following me."

Toblen Stonehill, innkeeper: "Krusk is an amazing hunter. In our first winter, we were starving, and he saved the entire town by feeding us. Here, taste this roasted boar that he brought in yesterday. I can't wait until he opens a hunting lodge. His lodge will bring in a lot of business for the town and the inn."

Sister Garaele: "Krusk has helped this town survive many harsh winters and the townsfolk love him, but there's something about him that I don't like. I just have a feeling."



ROLEPLAYING KRUSK

Krusk is a half-orc werebear hunter who knows the forest and foothills better than anyone in the region. He has been living in Phandalin Forest since before most of the current residents moved to the growing village. The villagers do not know or suspect that Krusk is a werebear or a follower of Malar.

Both physically and socially, Krusk is intimidating. He is a very large, muscular, and scarred half-orc who wears leather and hide armor. He has a pleasant, albeit somewhat aloof, personality and gets along especially well with those with a strong connection to nature, other hunters, and those who agree with the need to control urban expansion.

Over the last four years, Krusk has been the sole provider of fresh game meat. There are no other hunters in the village, and nobody except the (now deceased) woodcutters enter Phandalin Forest. While his aloofness puts off some villagers, the hunter's deliveries of game meat have only brought praise to the hunter. In this regard, he is well-liked by the villagers.

Since the arrival of the Dendrar family, Krusk and Thel Dendrar have argued in public many times. The villagers understood both viewpoints and were careful to not upset either, since they understood the need for expansion, but they also enjoyed the spoils of Krusk's hunting.

It was common knowledge that Krusk was teaching Thel's thirteen-year-old son Nars how to track and hunt, which was another disagreement. However, Nars's mother allowed the activities, overriding her husband's objections.

Recently, two werewolves wandered into the forest from the west. Krusk, being the strongest member of the group, confined the werewolves to the forest and has strictly forbidden them from taking actions against the townsfolk without his approval.

In contrast to aggressive werewolves, Krusk tempers his rage. He is playing the "long game" by influencing the townsfolk, rather than killing them, which would bring unwanted attention to the group.

WHAT KRUSK KNOWS

CONCERNING THE REDBRANDS.

Krusk shrugs saying, "The strong do as they please. It is the survival of the fittest. If they interfere with our affairs, then we will slaughter them."

CONCERNING DENDRAR FAMILY KIDNAPPING

Krusk looks surprised. "I didn't know that. If I knew where they were, then I would kill them for taking the boy."

CONCERNING KRUSK'S COMPANIONS

"I have two companion hunters. The villagers know and trust me, so I speak for the group. They stay and hunt in the forest."

CONCERNING HIS FAITH

"I worship the Great Hunter. I hope to open a hunting lodge in town in his honor."

CONCERNING THE MAYOR

"I support the mayor. He has promised to cease the logging of the forest and cease the town's expansion into the wilderness."

CONCERNING HIS HUNTING FOR THE TOWN

"The Great Hunter commands his followers to feed the hungry from the bounty of our hunts. He also commands us to keep the forest clean of diseases."

CONCERNING DENDRAR FAMILY

Thel, the woodcutter:

"It is no secret that we disagreed about many things. Without the forest, the village would go hungry and the beasts would die. It is our sacred oath to protect nature from urban encroachment."

Mirna, the woodcutter's wife:

"I don't know Mirna very well, but she seemed sympathetic to my concerns over deforestation. She also supported Nars learning hunting and tracking."

Nilsa, eighteen-year-old daughter:

"I know the girl did not enjoy being in Phandalin. She wanted to move to Neverwinter. She considered this region to be too 'backwater' for her tastes."

Nars, the thirteen-year-old son:

Krusk proudly states, "Nars is smart and a quick learner. I am teaching him how to hunt, and he will become a great hunter one day. I am very proud of his recent hunts and encourage his search for knowledge and truth."

WOLVES AND BEARS

Once the Dendrar family has been rescued, the Runaway story begins. By this point in the campaign, the adventurers should have heard at least one rumor about Krusk. Alternatively, Krusk could have met the adventurers while delivering a fresh kill to the local tavern or inn.

WHAT MIRNA KNOWS

If the adventurers investigate Thel's death, Mirna reveals what she heard before her husband's death.

"I heard the Redbrands shouting at Thel. They said he killed three of their men with his axe and then chopped them up into pieces. He'd never do that! There's no way he could beat three of them without a scratch. I mean, maybe he could've beaten one in a fair fist fight, but not three of them."

The scene of the attack has been moved and walked over by the Redbrands and the locals. If the adventurers inspect the area of the attack, a successful Intelligence (Investigation) or Wisdom (Perception) check reveals the following:

INSPECTION OF WOODLAND MURDER SCENE

DC	Information
5	Sundry litter and debris indicate this location was a common loitering spot.
10	Most tracks lead into town. Two sets of tracks lead into forest.
15	Dried blood is found on plants heading away into forest.

If the adventurers inspect the axe used in the attack, a successful Intelligence (Investigation) or Wisdom (Perception) check reveals the following:

INSPECTION OF MURDER WEAPON

DC	Information
5	Axe matches other axes owned by Thel.
10	Handle has scratches and cuts on it.
15	Handle's cuts were made by claws.

THE RUNAWAY

A few days after freeing the Dendrar family from the Redbrands, Nars becomes upset and runs away. With the recent death of his father, Nars seeks Krusk to fill the void of a father figure.

Mirna pleads with the adventurers to go find her son. The villagers believe that the Redbrands may have retaliated and kidnapped or killed Nars due to the adventurers' recent attack on the hideout. At least one villager should suggest that Nars could be with Krusk.

ON THE TRAIL OF THE RUNAWAY

If the characters investigate around Dendrar's home, a successful DC 10 Wisdom (Survival) check shows young humanoid tracks leading into the forest away from the village. Nars did not try to cover his trail, so his tracks are somewhat easy to follow. There are no other tracks near his footsteps.

If the characters do not investigate, a plea from Mirna, the mother, and other villagers should convince them to find the boy.

If they cannot find the trail, the villagers can point them in the right direction towards the region where they believe Krusk has a camp.

WATCHFUL EYES

Before they reach the campsite, a successful DC 15 Wisdom (Perception) check alerts the adventurer of two wolves watching them from a distance. Once spotted, the wolves run away. If the party engages the wolves, they take the Dash action to flee as quickly as possible.

ROLEPLAYING THE COMPANIONS

NARS DENDRAR

Male human, child

Krusk has taken Nars to be his apprentice. The thirteen-year-old boy is fiercely loyal to Krusk. Most of the villagers know that Nars is training under Krusk as a hunter only due to his mother's insistence over his (recently deceased) father's objections.

JONAH GRAYWARD

Male human, werewolf

Jonah was a soldier, until he was bitten by a werewolf. After accepting his fate, he wandered along the Sword Coast until he found Aylin. He is analytical, shrewd, and slightly arrogant.

AYLIN SHADOW

Female human, werewolf

Aylin is a strong-willed, impatient, thin-skinned, and quick to anger. She is a bit of a loose cannon and often provokes fights.

WOLF ATTACK

Jonah, Aylin, and two wolves (if not killed by the party) meet the adventurers on their path towards their camp. The werewolves, in human form, seek to kill the adventurers, and there's no convincing them otherwise.

"Halt! Who enters our forest?"

Jonah tries to halt the adventurers and question their motives. The werewolves know Nars is with Krusk.

"We are unarmed. Do not attack. Let us approach."

While Aylin is not lying—they do not have any weapons other than their natural claws—she hopes to fool the party in hopes of getting into melee range for a quick attack.

When questioned, the two lie and say they know nothing. They can lie and say those footprints may have been from last week.

When they get within melee range of the adventuring party, they transform into their hybrid forms and attack. They attack until they are dead or have killed the adventurers.

When the werewolves are defeated, any remaining wolves flee.

ONWARDS

Once the adventurers defeat the two werewolves and wolves, it becomes easier to follow the tracks due to the impetuous werewolves racing to fight the adventurers.

WEREWOLF

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 11 in humanoid form, 12 (natural armor) in wolf or hybrid form

Hit Points 58 (9d8 + 18)

Speed 30 ft. (40 ft in wolf form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +4, Stealth +3

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Senses passive Perception 14

Languages Common (can't speak in wolf form)

Challenge 3 (700 XP)

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The werewolf makes two attacks: two with its spear (humanoid form) or one with its bite and one with its claws (hybrid form).

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws. (Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) slashing damage.

WOLF

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

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

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

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

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

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.

THE CAMP

About 2 miles into the forest, the footsteps head towards a clearing near a cave. Standing within the clearing are Krusk and Nars. Krusk holds his hand high, as if to welcome the party into their camp.

Krusk is unaware of their previous encounter with his companions, unless informed by the adventurers.

Krusk welcomes the group, "Welcome, friends. I know why you are here, but don't worry. Nars is here of his own accord. He is old enough to make his own decisions, and he has chosen the wilderness over the city."

When questioned, Nars replies that he doesn't want to go back to town and that he wants to live in the forest with Krusk.

"I don't want to go back to town. Mom and Nilsa can move to Neverwinter or back to Triboar. I don't care. I want to stay here with Krusk."

If the adventurers present a solid argument why Nars should return home, they must succeed on two consecutive Charisma (Persuasion) checks. If the adventurers tell Nars of the werewolves' involvement in his father's death, they make one Persuasion check with advantage.

For the first check, they must succeed on a DC 22 Charisma (Persuasion) check to convince the hostile and upset boy to calm down and to promise to return on his own.

The first success results in Nars calming down and believing that the party is not here to "take him" from Krusk. Nars promises to return to town "soon."

If the party attempts the second check to convince the boy to return to town with the party, they must succeed on a DC 18. If they convince Nars to return to town, he hugs Krusk and tell him that he'll be back soon for hunting.

If the party fails either check, Nars refuses to listen to them and begins throwing pebbles at the party, telling them to leave.

BEAR AND CUB

If Krusk is attacked or Nars is taken without his consent, Krusk immediately transforms into his werewolf hybrid form to defend himself and Nars.

NARS IN COMBAT

If the adventurers attack Krusk, Nars attacks the adventurers with his fists, blocks their line of sight for any ranged weapons, and harasses any spellcasters to interrupt their concentration.

If the adventurers had convinced Nars to return home and then attacked Krusk, their attack invalidates their previous Persuasion check success.

KRUSK IN COMBAT

If Krusk has half of his hit points or fewer, he flees and tells Nars:

"Remain ever alert and alive. We'll soon meet again. Hunt often."

To which Nars replies:

"In honor of the Beastlord."

AFTER THE BATTLE

If Krusk was attacked, Nars doesn't want to come with the adventurers. They need to drag or carry the thirteen-year-old boy back to the village while he shouts:

Nars kicks, punches, cries, and shouts. "I hate you. I wish you were all dead. I will kill all of you. The Beastlord will curse you. I'll come back tomorrow and the day after and the day after that. You're not my [Dad/Mom]. You can't tell me what to do."

KRUSK

Medium humanoid (half-orc, shapechanger), neutral evil

Armor Class 10 In humanoid form, 11 (natural armor) in bear or hybrid form

Hit Points 135 (18d8 +54)

Speed 30 ft. (40 ft, climb 30 ft. in bear or hybrid form)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	11 (+0)	14 (+2)	12 (+1)

Skills Perception +8, Nature +6, Religion +4

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Senses Darkvision 60 ft., Passive Perception 18

Languages Common, Orc (can't speak in bear form)

Challenge 6 (2,300 XP)

Shapechanger. Krusk can use his action to polymorph into a Large bear-humanoid hybrid or into a Large bear, or back into its true form, which is humanoid. His statistics, other than his size and AC, are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

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

Relentless Endurance (Recharges after a Long Rest). When Krusk is reduced to 0 hit points but not killed outright, he drops to 1 hit point instead.

Savage Attacks. When Krusk scores a critical hit with a melee weapon attack, roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Spellcasting. Krusk is a 4th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). He has the following druid spells prepared:

Cantrips (at will): *infestation*, *primal savagery*, *produce flame*
1st level (4 slots): *beast claw*, *entangle*, *spectral peryton*, *speak with animals*

2nd level (3 slots): *spectral stag*, *conjure animals*

ACTIONS

Multiattack. In bear form, Krusk makes two claw attacks. In humanoid form, he makes two greataxe attacks. In hybrid form, he can attack like a bear or a humanoid.

Claw (Bear or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Greataxe (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

SHRINE OF MALAR

If the adventures enter the cave, they find a small shrine with a stone altar. Upon the stone altar rests a very freshly killed rabbit. While clearly dead, the blood from the rabbit is seemingly absent. There are various crates and unlocked chests within the cave.

Nars cries, "Stay away from my stuff."

Within one crate is Nars's clothes and his belongings along with a *book of the hunt initiate*, *cloak of Malar* made from bear fur and a *belt of the beast* made from wolf hide.

The contents of the *book of the hunt initiate* relate specifically to the local region. For the region around Phandalin, pages of the following animals are suggested:

- auroch
- black, brown bear
- boar, giant boar
- deer
- eagle, giant eagle
- elk, giant elk
- fish (various)
- giant centipede
- giant lizard
- hawk
- hyena, giant hyena
- owlbear
- snakes: constrictor, giant, poisonous
- spiders: giant, giant wolf
- stirge
- wolf, dire wolf
- worg

Within the other crates and scattered around the cave are the following:

- common clothes
- traveler's clothes
- dice set
- opened healer's kit
- 4 hunting traps
- 5 mess kits (1 unused)
- 2 nets
- playing card set
- iron pot
- thieves' tools
- 6 waterskins
- whetstones
- *potion of healing*

If an adventurer desecrates the shrine, the entire party feels tainted and have disadvantage on all saving throws for the next 24 hours.

BACK IN TOWN

When the adventurers tell their tale, the villagers are glad that Nars is unharmed, but if Krusk was attacked, some might become worried over their loss of the town's hunter and hunting bounties.

Nars tells his story to make it appear as if the adventurers are the bad guys who killed his friends and Krusk was protecting him.

If the adventurers return with Nars's items and present them to Mirna, she rejects the items and tells the adventurers to take the items or destroy them. If the adventurers take or destroy the items, Nars become hostile again.

Lastly, if any adventurer suffering from the effects of destroying the Shrine of Malar attempts to enter the Temple of Luck, Sister Garaele will block them until she has removed the effect by blessing them with holy water.

The Alternate Ending is optional and the Dungeon Master should carefully determine whether the adventuring party should finish this side-quest with a 'happy ending' having safely returned the young boy or a 'less than happy ending' where the boy has been voluntarily bitten by a werebear and possibly contracted lycanthropy.

ALTERNATE ENDING

While Mirna holds the young boy, a character with a passive Wisdom (Perception) score of 16 or higher notices Nars's left arm has fresh bandages around it.

If questioned, Nars lies, saying it is a scratch from running in the woods or that one of the adventurers caused the injury. However, a closer inspection reveals that it is a large jawed bite mark, befitting a bear.

Mirna begs with the adventurers to not tell anyone about the bite. She tries to convince everyone that it's just an animal bite. She cannot accept that her son has been (voluntarily) bitten by a lycanthrope and may have contracted the curse.

She doesn't have the money to remove the lycanthropy curse. She tells everyone that they are moving to Triboar to stay with her parents.

Sister Garaele can cast *remove curse* for 90 gp. The priestess may charge less, if the adventurers promise to complete her quest or have already completed "The Banshee's Bargain" quest. Additionally, if the adventurer's inform Sister Garaele about the Shrine of Malar and the Malarites, she will cast the spell for free.

EPILOGUE

In the future, if the adventurers inquire about Phandalin, they may hear rumors of bears killing livestock and terrorizing new settlers. Assuming Nars ends the story still being afflicted with the lycanthropy curse, the adventurers aided in the creation of a new (future) villain's origin story.

Feel free to bring back the "Bear and Cub" (Krusk and Nars) in future adventures if the party wanders near Phandalin again!

The following magic items and spells are from “[Malar: The Beastlord Compendium](#).”
For more Malar related lore, items, spells, and creatures, see the source reference.

APPENDIX A: MAGIC ITEMS

BELT OF THE BEAST (WOLF)

Wondrous item, uncommon

Created by Malarite priests, the belts grant the wearer animal attributes. This belt is made from the hide of a wolf and is engraved with pictures of a wolf. While wearing this belt, you gain the following benefits:

- Advantage on Wisdom (Perception) checks that rely on hearing or smell.
- Advantage on Wisdom (Survival) checks to track

BOOK OF HUNT INITIATE

Wondrous item, uncommon

This book is used for training Malarite initiates. The contents of the book vary by region. Sketches of creatures are found on each page of the book. The creatures displayed are great cats, herd animals, snakes, lizards, fish, wild dogs, birds, and other common nonmagical beasts.

When an initiate touches a page, they learn the beast’s name, native environment type, native Toril regions, senses, immunities and resistances, vulnerabilities, and special attacks.

CLOAK OF MALAR (BEAR)

Wondrous item, rare

These cloaks made from hides are often worn by Malarite priests. Each of the cloaks is enchanted with a *polymorph* spell, which allows you to transform into the animal which the cloak is made from. This cloak is made from a bear and allows you to transform into a black bear.

The cloak has 3 charges, and it regains all expended charges daily at dawn. The transformation lasts up to one hour, or until you drop to 0 hit points or die.

Your game statistics are replaced by the statistics of the chosen beast. You retain your alignment, personality, Intelligence and Wisdom ability scores, and Armor Class.

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

APPENDIX B: SPELLS

BEAST CLAW

1st-level transmutation

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: 1 minute

You channel wild bestial magic. Your arms become covered in fur and your hands end in sharp claws. When you make an unarmed strike with your beast claws, you gain an additional bonus to the damage roll equal to your spellcasting ability modifier.

SPECTRAL PERYTON

2nd-level conjuration

Casting Time: 1 action

Range: Self (60-foot line)

Components: V, S, M (a feather from a bird, hair from a wolf, or a stag’s antler)

Duration: 1 Round

This spell causes a ghostly peryton to appear with blazing red eyes. The peryton silently flies from your hands in a line 60 feet long and 5 feet wide, attacking the first creature in its path.

The creature must make a Dexterity saving throw. On a failed saving throw, the peryton latches onto the creature and carries the creature 20 feet up and 10 feet forward in the peryton’s path. If the peryton’s path is blocked, it flies as high or forward as possible.

At the start of the creature’s next turn, if it is still in the clutches of the peryton, the creature is dropped at the current location of the peryton. The creature takes 1d6 bludgeoning damage for every 10 feet fallen (2d6 at 20 feet) and lands prone, unless the creature somehow avoids taking damage from the fall. If the creature lands on another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

SPECTRAL STAG

3rd-level conjuration

Casting Time: 1 action

Range: Self (150-foot line)

Components: V, S, M (a hoof, piece of antler, or intact bone from a deer)

Duration: Instantaneous

This spell causes a ghostly stag-like force to appear as a silent plume of smoke with two antlers and blazing red eyes. The stag silently charges from your breast in a line 150 feet long and 5 feet wide, battering all in its path.

Each creature in the line must make a Dexterity saving throw. On a failed save, a creature takes 19 (3d6) force damage and is knocked prone. On a failed save, it takes half as much damage on a successful one.

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Tijana Jankovic
pg 2, Huntmaster Krusk

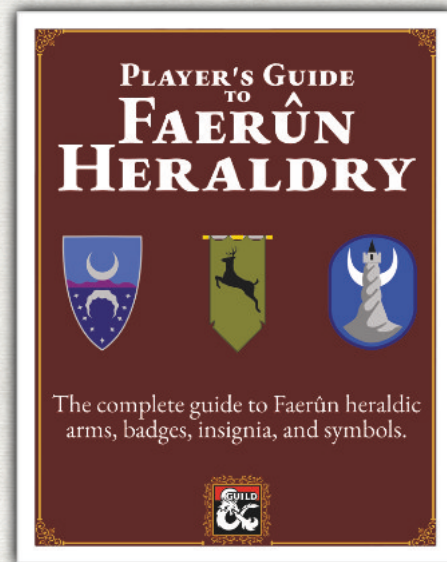
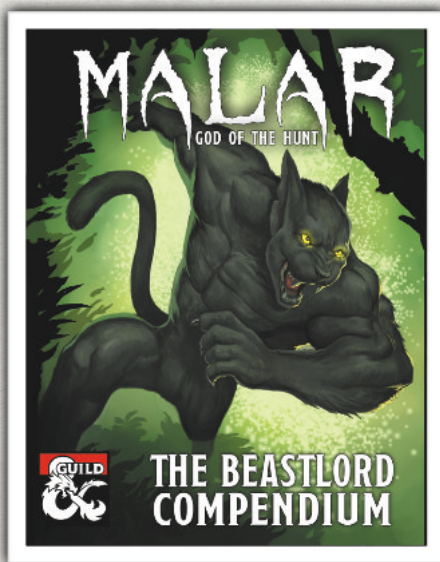
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