

MAILOAR

GOD OF THE HUNT



THE BEASTLORD COMPENDIUM

MALAR

THE BEASTLORD COMPENDIUM

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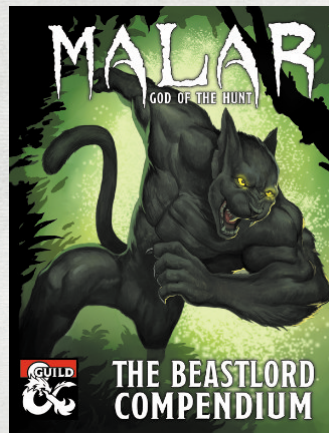
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Malar, in "The Beast" Avatar form, bounds through the Land of the Hunt chasing prey.

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PREFACE

This book is written for the Dungeon Master and player. It contains an exhaustive record for the Forgotten Realms campaign setting's god of the hunt, Malar. It contains every notable lore reference to Malar and his followers along with numerous magic items, spells, and equipment, including lycanthropes and one of their most hated adversaries, the lycan hunter.

The contents have been, to the best of my ability, thoroughly researched, curated, and presented in a coherent manner. The lore occurring between the first edition and fifth edition, especially concerning planes and cosmology, have changed a few times and have some conflicting information, so I have tried to present a clear and easy to understand overview of the setting as best as I could.

While the vast majority of the information contained within this book is established lore from DUNGEONS & DRAGONS products, I have created several new bits of historical information, magic items, monsters, spells, and equipment to further enhance, expand, and continue the lore of Malar.

Most of this book's contents are known mainly by Candlekeep sages and scholars. However, some of the information isn't even known to them. Faerûn commoners have little knowledge of this information.

James Welch

P.S.

There may be spoilers for adventures included in this product. If an individual or event sounds interesting, please play the adventure to determine your own outcome.

*“Would you fight a hurricane, or strive to block a tidal wave?
No more can you fight your own savage nature!
Feel the power of bloodlust - the thrill of the hunt!”*

*- Malar
Something Wild, Ray Vallese*

INTRODUCTION

The ancient deity Malar (MAHL-arr, MAH-larr, or MAY-larr) dates back before written histories when the first creatures walked upon Toril. This primordial and feral beast goes by many names, most commonly The Beastlord, The Black-Blooded One, The Black-Blooded Pard, The Stalker, and The Great Hunter.

As a member of the Faerûnian pantheon, Malar is the god of the hunt and the dark, savage side of nature. Many evil lycanthropes believe Malar to be their divine father.

In recorded Toril sightings, Malar manifests in four varying forms. The first form is called “The Beast,” where he appears as a catlike humanoid with black fur as thick as a black bear with a body lean, supple, and muscular, such as that of a panther or other predatory feline beast.

His second form is called the “Master of the Hunt,” or “Wild Hunter,” where he appears as a twelve-foot tall, black furred humanoid with red eyes and a massive rack of extremely sharp antlers upon his head which he can show or hide at will.

Another less common form is a cloud of darkness with two large, red, feral eyes. Lastly, he may appear as a disembodied animated furry beast limb that can point, draw symbols, and write letters in the air.

Within the Astral Sea, the Beastlord resides in the Deep Wilds alongside Silvanus, Mielikki, Auril, and Umberlee. Within the Deep Wilds, Malar rules the realm called the Land of the Hunt. His realm spreads from the shores of the Blood Sea, Umberlee’s underwater realm, across plains to the steep, rocky hills.

The Beastlord is a wild, feral, and vicious power. If given the chance, he will tear the guts out of his enemies and then lick his fingers clean. Most scholars consider him thoughtless, unreasonable, imprudent, and reckless. He has many, many enemies and very few allies.

Malar hates and fears the spread of roads, farms, and cities because it leads to fewer wild beasts and less hunting, and thus less power and glory for himself. This is expressed by Malar’s clergy tirelessly striving to thwart urban expansion and to preserve as much wilderness as possible.

As a master hunter, Malar strives to ensure there’s always enough prey and predators. In this regard, appropriately seeded deepspawn are placed regions throughout Faerûn where predators or prey are scarce. Deepspawn are remarkable and bizarre aberrations which can give birth to any creature that it has devoured.

Many centuries ago, Malar made frequent visits to Toril and led his followers in great hunts. His followers, called Malarites, seeking to impress their god, would often cast aside their weapons and hunt with their bare hands stalking the greatest beast they could find. In recent times, Malar hasn’t appeared as often for hunts.

During the Time of Troubles, Malar killed the corrupted incarnation of the Master of the Hunt, Herne The Huntmaster, and took his portfolio and worshipers. Herne was worshiped by orcs of the High Forest.

After the Time of Troubles, the weakened Malar began killing barbarian beast totem spirits and taking their portfolios as his own to increase his influence and power. One of the first spirit totems to be slain was the Blue Bear worshiped by an Uthgardt tribe.

As a result of the Spellplague, Malar’s and other nature deities’ realms merged to create the Deep Wilds governed by Silvanus, the neutral aligned god of wild nature. Silvanus, who holds a deep hatred of Malar and his followers, has yet to show any signs of restricting or hampering the Beastlord. Since the Second Sundering, Malar continues to answer prayers and has been quieter than usual.

The Beastlord is worshiped by many devout followers formed in small groups scattered across Faerûn with no central organization. There is no agreed-upon number to indicate exactly how many followers or their distribution. Many worshipers keep their faith hidden from the general public, since in most civilized regions it is forbidden to worship Malar. Worshipers are widely loathed and depicted as wild, uncivilized murderers.

His followers mostly consist of humans, half-elves, half-orcs, and orcs and lycanthropes of any race. In addition to his devout followers, many followers of other faiths occasionally pray to Malar, whether out of fear, to ask for aid in a hunt, or to ward off predators.

CHAPTER 1: FOLLOWERS OF MALAR

Malarites share many regional and racial customs, rituals, and rules with the rest of Faerûn. This chapter discusses patterns of behavior specific to Malarite groups for which research was available. These norms vary across regions and organizations. Lastly, there are many exceptions to the general patterns.

APPEARANCE

Malarite clergy often wear ceremonial headgear made from the pelt or head of a beast which they killed with their bare hands. Many clergy wear headgear and pelts made from black and brown bears, large cats, and owl bears. A few clergy might wear a *cloak of Malar* (see [Appendix B: Equipment and Magic Items](#)) or a displacer beast pelt (see *Player's Handbook: cloak of displacement*).

Clergy of Malar wear bracers with sharp claws adorned with animal bones, claws, fangs, fur, and talons from slain beasts. These bracers are called *claws of Malar* (see [Appendix B: Equipment and Magic Items](#)). Some of these claw bracers are enchanted with magical properties.

Malarites are rarely seen wearing gems or jewelry other than magic items. Commonly, the priests wear a *talisman of Malar* (see [Appendix B: Equipment and Magic Items](#)). Additionally, necklaces made from animal bones, fangs, claws, and pelts are commonly worn. When adventuring, they favor hide or leather armor.

Some Malarites carry a hunting horn. Most wear woodland garb of brown and red hidden beneath a cloak of mottled black, brown, gray, and green. Typical hunting weapons include their bare hands, slashing weapons, and spears. Malarites are forbidden to use ranged weapons. Many non-lycanthrope hunters may wear a *belt of the beast* (see [Appendix B: Equipment and Magic Items](#)) created by their priest which grants the hunter animal-like senses.

Based on a survey of several groups, a large number of Malarites carry an assortment of daggers and knives. Commonly, these weapons are hidden all over their body in boots, belts, and forearm bracers. Some hide small weapons under their hair at the nape of their neck and under their armpits and in other, less polite, bodily locations. Lycanthrope Malarites carry fewer weapons and equipment since they can't carry most items when in their animal forms—and because they have their own natural weapons.

Lastly, Malarites do not hide their scars. In fact, they revere scars suffered at the hands of wild beasts in unarmed combat.

PHILOSOPHY

Malarites believe that the hunt is the center point between life and death — hunter versus prey — deciding who lives and who dies. The hunt is the most important thing in life and everything revolves around the hunt. They believe they are above all living creatures and their favorite prey is most cunning of all: sentient beasts and humanoids.

Directly related to the hunt, Malarites believe civilizations are responsible for the despoliation of nature that leads to the complete degradation of wilderness.

The *Gospel of Saernclaws* commands Malarites to fight against diseases of any kind. Malarites see disease as a threat to hunting—if their hunting grounds becomes infected with a disease, then the disease will lessen the beasts they hunt. This sacred text requires followers to make sure all creatures, including those who stand against Malar, are disease free.

While Malar followers are no doubt evil (neutral at best), most don't favor outright murder, like a follower of Bhaal, unless it's a woodcutter, a politician supporting urban expansion, trespassers, or a follower of an opposed faith. To a Malarite, the deaths of sacrificial victims aren't considered murder, but instead they sacrificed themselves for the greater glory of Malar.

When some Malarites track and catch trespassers in their hunting grounds, they may interact with the group by asking them questions. If the trespasser carries a symbol of Malar or can prove they're allies of Malar, the Hunt may allow them to continue and even hunt alongside them. Otherwise, the trespassers may be given an hour's head start before being hunted down and killed by the Malarites.

"I FIND THE TERM 'PHENOTYPE' TO BE MORE DESCRIPTIVE THAN SPECIES. THERE ARE MANY PHENOTYPES OF LYANTHROPES — WEREWOLVES, WERERATS, WEREBEARS, AND WEREBOARS, TO NAME A FEW.

— Van Richten, quest lecturer
College of the Herald's, Herald's Holdfast
14 Mirtul of The Year of the Sword (1365DR)

ORGANIZATION

The official term adopted and used by Candlekeep scholars for a group of Malar worshipers banded together in a single location is called a "Hunt." Throughout this document, I refer to these groups as "Hunts." However, since Malar's followers are extremely decentralized, there's no naming standards to any of their organizations. An individual Hunt may use other terms to identify itself, such as black bloods, den, family, nest, tribe, pack, and church. If the Hunt is primarily lycanthropes of a single phenotype (a lycanthrope variation relating to a particular animal such as a wolf or rat), the name is often adopted from their related animal's group name.

There are two well-known exceptions to the decentralized organization. The first is the coalition called the People of the Black Blood. In the Year of Wild Magic (1372 DR), it was comprised of at least 3,000 followers, divided into Hunts of 50 to 100, scattered across Faerûn. Their current numbers are unknown, but believed to be less than 3,000.

The second exception is the Church of Malar located within the kingdom of Cormyr which oversees all of the Malarites and their worship within Cormyr.

LEADERSHIP

Each Hunt is led by a single member. Documented exceptions include the ruling triumvirate of the Bloodmoon Circle at the Wyvernstones of Hullack, and the triumvirate council of the all-female Brynwood Hunt.

In most Hunts, the leadership role is passed by Challenge. Appointments for leader and other roles are common, and Appointments bypass Challenges. However, when a formal contest is issued all ranks must abide.

A formal contest can only be issued when both parties stand on sacred ground, such as where the Hunt's rituals are performed. Challenges don't normally occur in urban areas, even if a temple or shrine might be considered sacred ground. The Challenge is settled by single combat.

Most Challenges end in the death of one of the opponents. In a few Hunts, Challenges are only possible during a full moon when both opponents are at their maximum strength. Challenges never occur during another sacred event, such as a High Hunt.

The second most important role is held by the high priest (who can also be the leader in small Hunts). The high priest leads the Hunt in the ceremonies, blood sacrifices, rites, and prayers before hunts.

MEMBERSHIP

The faith calls to individuals who feel marginalized by and cast out of civilized societies. It is especially enticing for those who feel solace in untamed nature, identify with predators, and take pleasure in tracking and killing dangerous beasts. These calls are particularly influential in frontier settlements and within wilderness regions. Many hunters, rangers, druids, barbarians, orcs, and lycanthropes worship the Beastlord.

Most Malarite sermons call worshipers to return to wilderness and help return Faerûn to the time before civilizations encroached upon nature. This message is often well received by young nobles who seek to renounce their privileges and those who want to save the wilderness from urban sprawl. Sometimes, these young nobles help finance the Malarites.

The Malarites' messages have resulted in countless raids and acts of vandalism against cities and villages which expanded into natural areas. While their goals aren't directly aligned, these raids attract the attention of bandits, brigands, and outlaws to join their cause as allies or sometimes join their ranks as worshipers.

Recruitment occurs less frequently. There seems to be a target count that the Hunt leader tries to maintain so that they can keep order over the group. If their numbers get too low, they may abduct children from nearby civilizations to raise as their own or curse meddling adventurers with lycanthropy. If their numbers get too high and the Hunt leader can't control the group, a coup may form or a group may make impulsive and unprepared attacks which could bring unwanted attention to the group.

PUNISHMENTS

An "outcast" is a Malarite who has been ejected from their Hunt. It is believed this tradition was adapted from the Uthgardt tribes, which they call a "pack outcast," and may have spread to Malarite Hunts through assimilation.

In some circumstances, an outcast is branded to mark their exile. In more extreme customs, these brands are created from silver rods and branded to the bone, leaving a permanent disfiguring mark that any other Malarite can recognize.

Most Malarites who would be exiled are killed. However, there are stories of a few exiles who challenged their accuser, and defeated the accuser's champion, to receive exile over death. There are no written rules concerning when a Hunt should exile instead of using capital punishment, and this concept varies with each Hunt. For most Hunts, the concept of exile doesn't exist.

GREETINGS

It's customary for Malarites to greet each other by touch. The handshakes, embraces, and placement of hands have two or three variations depending on the Malarites' bodily form, rank, and whether there are non-Malarites present.

In the majority of Hunts, it is also customary for the Hunt leader to greet subordinates first as a sign of dominance. The leader places one hand on the nape of the subordinate's neck while embracing them. This animalistic gesture of dominance also occurs when leaders of two Hunts meet for the first time, with the stronger Hunt leader showing dominance over the weaker Hunt leader.

While in humanoid form and with non-lycanthrope humanoids, dominance is displayed with holding heads high, looking directly at another's eyes, visible teeth, and a straight and erect posture with shoulders back and chest forward. Submission is displayed with head bowed, avoiding direct eye contact, and slouching.

RELATIONSHIPS

In the North, Malarite Hunts are grudgingly accepted by some villages in unspoken pacts. The Hunts help families survive the harsh, cold winters by providing fresh game meat to the villages. By accepting these kills, the villages acknowledge and accept the pact. While under the Hunt's protection, the village is also shielded from marauding monsters, bandits, and barbarian tribes. If the pact is broken or rejected, the village won't be protected by the Hunt and Hunt often attacks the village and the villagers.

Some Malarite Hunts reluctantly accept the presence of some druids within their territory. As a hated foe, the majority of druids always oppose and interfere with the Hunts, thereby causing the druids to be hunted down and slaughtered. Malarites may tolerate a druid as long as the druid helps maintain the forest, helps prevent diseases, protects the forest from interlopers, and doesn't interfere with their hunts, goals, and rituals. Very, very few druids meet these requirements.

Malarites particularly hate woodcutters. They see this profession as the gateway to urban encroachment. By felling trees, the woodcutter allows cities to expand. When a Malarite decides to hunt and kill a villager, it's almost always a woodcutter.

*Acolyte of Malar and
Huntmaster Krusk*



TABOOS AND HERESIES

Malarites follow most common and universal Faerûn taboos. The ones listed here are specific to Malarites or their members.

ARDEEP FOREST

While not an exclusive taboo for Malarites, lycanthropes who wish to remain as lycanthropes do not enter the Ardeep Forest, also known as the Faraway Forest and called Ardeepforest by some elves. The forest is located near Waterdeep on the Sword Coast.

Legends say that the lycanthropy curse can be removed with spells from simple acolytes, such as *cure disease* spell, opposed to requiring more complex spells such as *remove curse* spell. The forest also emanates a *protection from evil* aura.

BLOOD SACRIFICES OF THE UNDEAD

Malarites never offer an undead creature as a sacrificial offering to Malar. To do such, would be a great insult to their god.

HERESY OF LYCANTHROPY DISEASE

Malarites do not openly speak of the claim that lycanthropy is a disease or affliction. This heresy is the most serious of all taboos.

Malarites who believe this claim keep their thoughts to themselves. If discovered, the heretic is killed on-sight by any Malarite. A Malarite that hesitates to kill the heretic could be found guilty by association.

If acknowledged and accepted, their sacred text, the *Gospel of Saernclaws*, requires them to exterminate all lycanthropes who carry the “disease or affliction.”

PACK MENTALITY

While there are numerous conflicts and battles within the ranks of a Malarite Hunt, the members never show disagreements in public or to outsiders.

Additionally, whenever an outsider physically or verbally attacks a Malarite, all Malarites come to their aid even if they despise their fellow Malarite.

This taboo seems to also apply to relationships between different Malarite Hunts.

RANGED SPELLS

While Malarites are commanded by Malar to not use ranged attacks or poisons to kill their enemies, ranged spells present complications to the understanding.

The vast majority of Malarite spellcasters do not use any ranged attack spells, such as *call lightning* or *magic missile*. However, spells performing melee attacks on the target at a ranged distance from the caster, such as *spiritual weapon* and *Evard's black tentacles*, are acceptable. Area spells centered on the caster which damages foes at a distance, such as *earthquake*, are also seen as generally acceptable.

DIET AND NUTRITION

It's easy to say that Malarites are carnivores—some might say cannibals. While there are no documented references of Malarite eating humanoids, there are several ceremonies where Malarites drink a beverage containing humanoid (and beast) blood, called blood-wine.

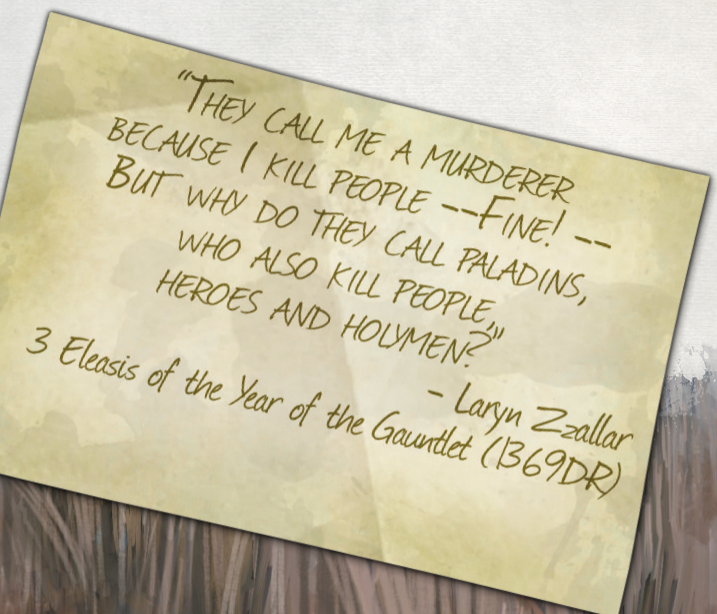
Some Malarites are so devoted to the hunt that they won't eat meat they didn't hunt and kill themselves.

INCOME

It is common to find Malarites serving as bounty hunters, guides, hunting dog breeders and trainers, mercenaries, and trappers. As entrepreneurs, a Malarite might own a hunting lodge that provides exotic hunting expeditions.

Malarites especially enjoy bounty hunting to track down wanted fugitives, and they seldom bring in their quarry alive.

Many Malarite hunters sell or trade surplus animal parts such as furs, organs, claws, and teeth in the communities they live in and near their center of worship.



“THEY CALL ME A MURDERER
BECAUSE I KILL PEOPLE --FINE! --
BUT WHY DO THEY CALL PALADINS,
WHO ALSO KILL PEOPLE,
HEROES AND HOLYMEN?”
- Laryn Zzallar
3 Eleasis of the Year of the Gauntlet (1369DR)

EXPRESSIONS

Generally, Malarites adopt and adapt many of the local common phrases, idioms, popular sayings, and proverbs of their region. A few expressions unique to the followers of Malar are listed below.

COMMON

“A brutal, bloody death is an honor” Last words before a Malarite dies a bloody death

“Blood for blood” An equivalent saying for “an eye for an eye”

“By fang and claw” Precludes a declaration or oath. For example, “By fang and claw, this Hunt declares you Unblooded.”

“By Malar’s claw” Used as a figure of speech or exclamation

“Domesticated” Insult referring to lycanthropes living in cities

“Gentleclaws” Insult referring to good aligned lycanthropes

“Hunt often” Greeting, the standard reply to which is “In honor of the Beastlord”

“Know your slayer and your doom” Sometimes shortened to “Know your slayer” or “Know your doom.” Usually shouted in combat to their opponents.

“Malar favors the bold,” “Malar favors the strong” A common Faerûn saying appropriated by Malarites

“May you die an old man” An insult to Malarites

“May your blood turn black” A Malarite blessing

“Remain ever alert and alive” Common farewell or greeting

“Show no fear!” Used as rally or battle cry

“Taste the blood!” Used as a battle cry. Alternatively, “Taste their blood!” when used as a rally or battle cry in group encounters.

“The beast killed the sage” Savagery defeats reason and careful thought. Often “beast” is replaced with the Hunt’s most prominent related animal, such as “wolf” or “bear.”

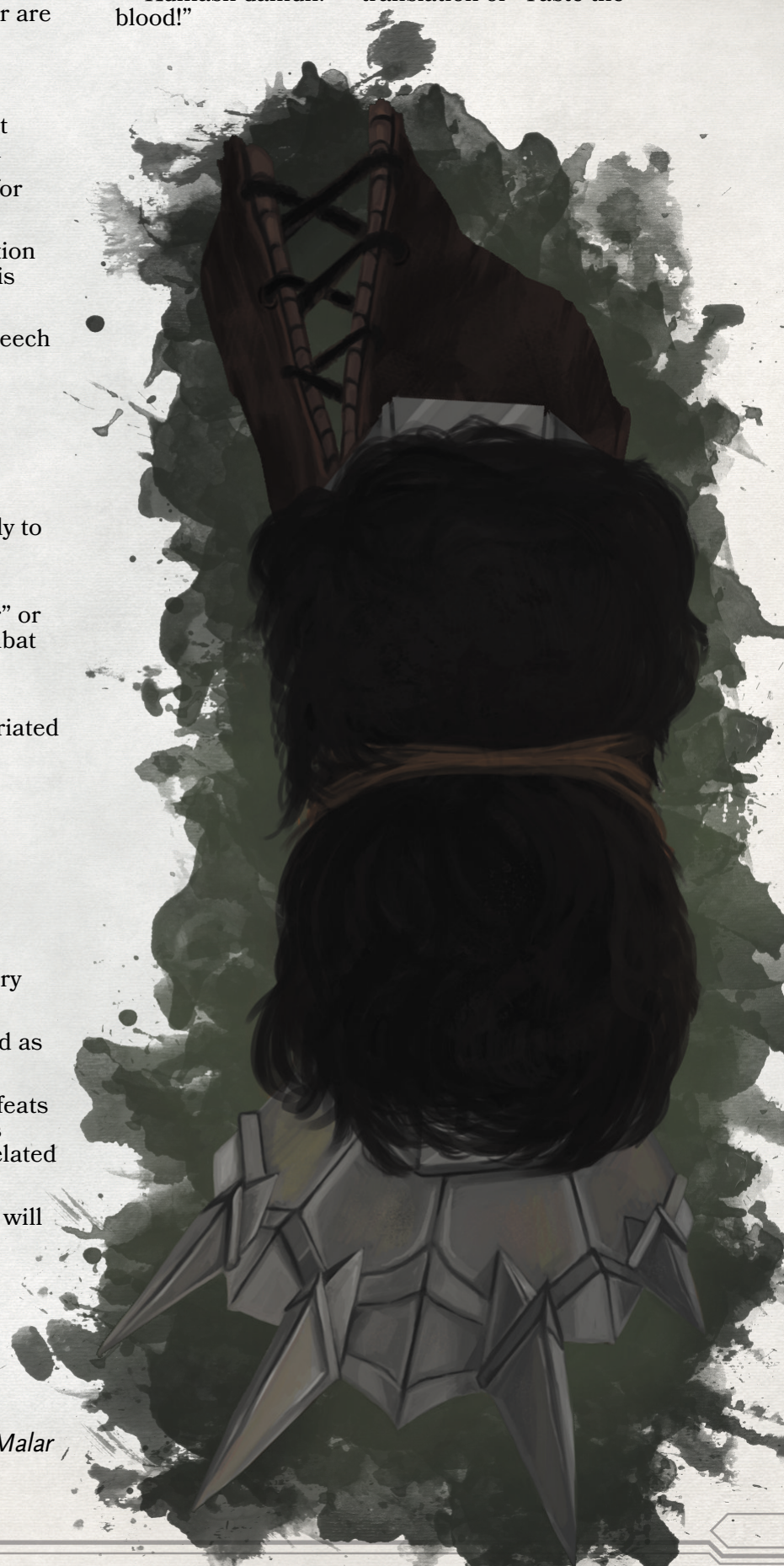
“The law of the wild prevails” Whatever will be, will be

“Your claws are dull” Insult to a fellow Malarite

ORC

“Dam ul dam” translation of “blood for blood”

“Kumash damun!” translation of “Taste the blood!”



Claws of Malar



*Give thanks to the Great Black Wolf,
who chases the moon across the sky.
Let him fill our limbs with strength.*

*Give thanks to the creatures of the wild,
for the meat they yield to the skillful hunter.
Let them nourish our bodies.*



CHAPTER 2: CULT OF MALAR

In the vast majority of Hunts, Malarite clergy pray for spells at night. The songs, chants, poems, and prayers listed below are a subset of the wide and varied Malarite Hunt culture.

Due to the decentralized structure of Malarites, Malar's symbol of a clawed paw has many variations in appearance. Every Hunt has their own variant of the holy symbol and while they share a common theme, very few of the symbols are similar in appearance.

Malarites have no common, organized worship services. In most churches and Hunts, worship is done by hunting beasts (or humanoids).

During harsh winters, when provisions run low, worship from commoners increases as they seek help from Malarite hunters and relief from wild predators who also suffer under the same conditions.

DOCTRINE

CREED OF MALAR

This statement of faith is one of few things shared by all Malarite Hunts. It is often recited by Malar clergy during worship services and before hunts.

Hunt often, in honor of the Beastlord. Slaughter your quarry bloodily, so it knows its slayer and its doom. Slay no young, no gestating creature, and no deepspawn, so as not to lessen the quarry for hunts ahead. Ignore laws, and battle law keepers. The only true law is the will of Malar, and where Malar is silent, the law of the wild prevails: The strong do as they please, and the weak flee, obey, or die.

It is Malar's will that a quarry that escapes a hunt not be hunted ever again, but instead be treated with respect as an Unblooded. Stand against woodcutters and clearers of the land, feed the hungry from the bounty of your hunts, and obey no priest of another god. Taste the blood of those you kill, and never slay from a distance. Know cunning and the ways of the wild, but never fear. Face your foes and prevail.

DOGMA

The following set of essential beliefs are also shared throughout all of the Malarite Hunts. These shorter statements are often recited by clergy and less literate warriors.

Survival of the fittest and the winnowing of the weak are Malar's legacy.

A brutal, bloody death or kill has great meaning.

The crux of life is the challenge between the hunter and the prey, the determination of who lives or dies.

View every important task as a hunt.

Remain ever alert and alive.

Walk the wilderness without trepidation, and show no fear in the hunt.

Savagery and strong emotions defeat reason and careful thought in all things.

Taste the blood of those you slay, and never kill from a distance.

Work against those who cut back the forest and who kill beasts solely because they are dangerous.

Slay not the young, the pregnant, or deepspawn so that prey will remain plentiful.



Symbol of Malar

SCRIPTURES AND PROPHECIES

BLACK WOLF SCROLLS

In the 8th century DR, Selûnite sages declared the Black Wolf prophecy a heresy. Malarite clergy believe it is the true word of Malar. Due to its scholarly importance, it is included within this document.

The temple of Selûne declared it heretical because the prophecy combined stories of Malar with those of Selûne.

The scrolls predicted the arrival of the Black Wolf. The Black Wolf is believed to be an Avatar of Malar, a Chosen of Malar, a champion created by the union of Selûne and Malar, or an individual who can unite the followers of Selûne and Malar. The ritual ceremony is performed during a new moon, referred to as a Black Moon by the scrolls.

One of the ritual's requirements was the complete mastery of one's own lycanthropy. The balance technique was taught with a poem, titled "Two Halves of Balance."

*The red and the white.
Aggression and passivity,
Anger and calm,
Force and acceptance.*

Alternate verses that aren't actually part of the scroll's contents, but are sometimes included in stories passed down, include:

*Motion and stillness,
Good and evil,
Light and darkness,
Moon and shadow.*

Many sages believe that the red symbolizes Malar and the white symbolizes Selûne. Malarites who quote the scrolls leave out the "good and evil" verse.

One sage argued that the Black Wolf wasn't an individual, but a transcendent state of lycanthropy, "when you have no master." Others believed it required a complete understanding of Selûne and Malar, so one could find a delicate balance between the two deities.

Malarites believe that once the Black Wolf arrives, they will be led in the greatest hunt of all time across all the lands to reclaim the land as their territory.

BOOK OF FANGS AND TALONS

Sightings, both confirmed and unconfirmed, of the *Book of Fangs and Talons* occurred in 937, 960, 977, 1281, 1296, 1298, 1346, and 1359 DR. The location, contents, and fate of the Malarites' sacred text continue to be unknown.

The first sighting of the tome was in the Year of the Turning Wheel (937 DR). The Slow Serpent Adventuring Company found the *Book* atop Berun's Hill and brought it to a local priest of Silvanus. Below are hand-written notes found in a temple near Triboar. The contents of the notes haven't been verified, but the information provided aligns with further research into the tome and the Malarite ritual.

"Discovery of book - The book was found laid out flat and held open by stones. A circle of blood and burnt candles surrounded the book. Numerous paws of various beasts were present. The bodies of the beasts were not present. The paws were arranged outside the blood circle with the claws or talons pointing inwards towards the book.

Inspection of book – The book appears to be at least twenty years old. It is possible for the book to be older and preserved with magic.

Analysis of scene – The three possibilities to the ritual are: work of a schism cult of Malar; followers of Bhaal using the Malar book; work of orthodox Malarites experimenting with a rare grand ritual such as summoning or constructing an avatar of Malar."

Three nights after the *Book of Fangs and Talons* was stolen by the Slow Serpent, the tome was retrieved by more than forty Malarites wearing beast masks and bone claw bracers.

Several years later in the Year of the Mageling (960 DR), the *Book of Fangs and Talons* was rumored to have been sighted in the Daggerford area. After a thorough investigation by warrior-priests of Chauntea, they found no evidence of Malarites or the tome. Approximately seventeen years later, a ring of blood and severed claws was found in the area south of Daggerford. Even though there were no sightings of the *Book*, the Chaunteans believed this site to be associated with Malarites.

The *Book of Fangs and Talons* was once again sighted in the Year of the Black Hound (1296 DR) by adventurers in a hidden temple in the village of Easting. One adventurer sought to carry the *Book* away from the temple. Malarite priests summoned beasts who dragged away and devoured the *Book's* carrier. After escaping the Malarites, the remaining adventurers returned with mercenaries to find the temple empty and abandoned.

In the Year of the Pointed Bone (1298 DR), Onglukh Neirim came into possession of the *Book*. In Elversult, Malarites held an open conclave to plan how to control the lands north of Amn, east of Iriaebor, and west of Vaasa. The *Book of Fangs and Talons* was used in several rituals during this ten day-long gathering.

Published writings from Thorough Delskul state that any non-initiate who tried to open the *Book* would be poisoned by claws and fangs which covered the exterior of the book.

The *Book of Fangs and Talons* contains seventeen heavy vellum pages, bound by slabs of turtle shells and covered in hides and furs. The clasp is crafted from various fangs and talons, all of which contain venom. A red dragon tongue stamped with the holy symbol of Malar is used as a marking ribbon.

The list of spells contained within the book and game statistics for the *Book of Fangs and Talons* are provided in [Appendix B: Equipment and Magic Items](#).

EPIPHANY OF SHANDUNN LONGFANG

When an Avatar of Malar, in the form of the "Master of the Hunt," appeared to Bloodhunter Shandunn Longfang in the Year of the Grinning Halfling (1484 DR), he commanded Shandunn to deliver three *Spears of the Master Hunter* to specific followers for untold reasons.

Additionally, Malar charged the twenty-one dire wolves which accompanied him to travel with and protect Shandunn during the distribution of the gifts.

While in the presence of the Beastlord, the devout priest had a divine revelatory manifestation which has been transcribed as:

"The Hunt must go on. Take all strong and bold hunters called to the way of the beast. Teach those abandoned by their gods to know the ways of the wild, so they may slaughter their former masters."

As Shandunn traveled across Faerûn to deliver the gifts, the message was distributed to all Malarite Hunts along the way.

Unverified stories also claim that Shandunn was in possession of multiple supernatural gifts from Malar, which were also distributed among several Malarite Hunts.

GOSPEL OF SAERNCLAWS

Written by Garmos Saernclaws, the *Gospel of Saernclaws* profoundly impacts Malarite Hunts. The text is well known to religious scholars of all faiths across Faerûn. It declares:

“The Hunt must be clean. If disease or affliction is visited on hunters by a beast, clergy of Malar must do all they can to root out and exterminate the taint, that bloodlines and beasts in the wild remain always strong.”

The location of the original scroll hasn't yet been discovered. However, its words have been transcribed and passed to Hunts through Malarite conclaves.

THE AFTERLIFE

Malarites share the same beliefs in the afterlife as the rest of Faerûn's faithful. They believe that Malar will claim them once they arrive in the City of Judgment and take them to his domain which is full of wild game and where the hunts never end.

CHANTS

BLOODSONG

The clergy offer prayers before hunting, during a hunt, and while celebrating the slain quarry with a toast. In some Hunts, the celebratory toast is taken from the blood of their slain quarry. The Bloodsong is recited over the bodies of slain quarry often by the hunter who killed the quarry.

The reader shouldn't confuse this Bloodsong with the annual Bloodsong performed on the Feast of the Moon by the Heralds of Faerûn to honor the dead by reciting their genealogies. It is possible the two Bloodsongs share a common origin since both honor the dead. Yet they do so in very different ways, and no relationship has yet been discovered.

CHANT OF THE BLACK WOLF

The Chant of the Black Wolf is performed by some Sembian Hunts within the People of the Black Blood coalition. The chant is led by the cantor, who is most often the Hunt's high priest. Each verse is followed by a response from the members.

1st Verse (cantor):

“Give thanks to the Great Black Wolf, who chases the moon across the sky. Let him fill our limbs with strength.”

Response (congregation):

“We hunt for our strength.”

2nd Verse (cantor):

“Give thanks to the creatures of the wild, for the meat they yield to the skillful hunter. Let them nourish our bodies.”

Response (congregation):

“We hunt for our nourishment.”

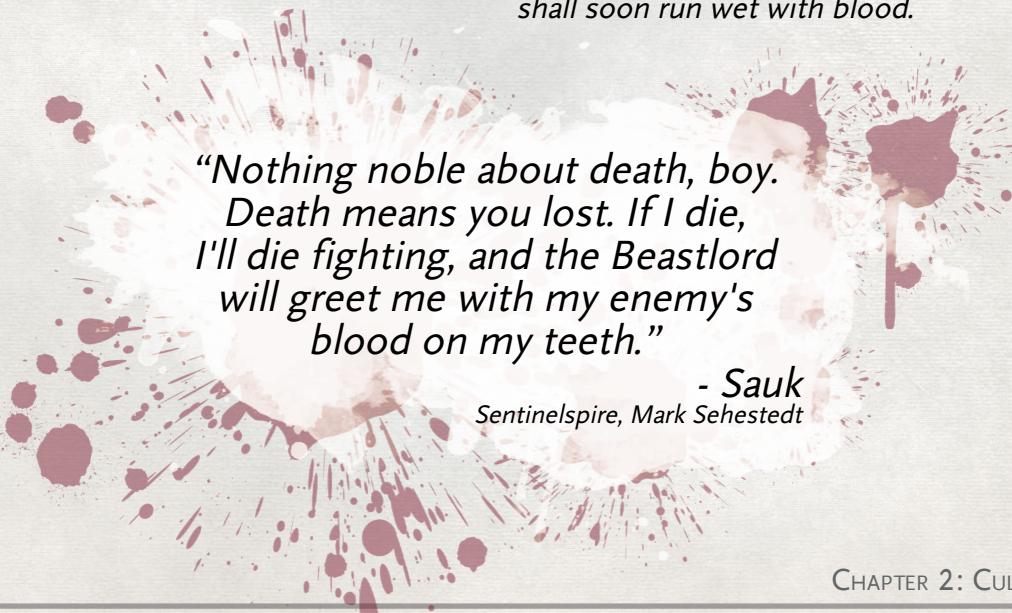
CHANT OF THE BLOODMOON

The Chant of the Bloodmoon is performed by Malarites belonging to the Bloodmoon Circle located at the Wyvernstones of Hullack.

Hail the rise of the bloodstained moon! The time for hunting draws nigh. The Beastlord teaches that the strong and bold shall prey on the weak and, in so doing, purge the land of sickness and disease.

Beneath these ancient boughs, the way of the beast still reigns unchecked, and those who bear axes and ploughs dare death if they enter Malar's demesne.

Now join me in the shape of the beast as we stalk the sacrificial stag. Remain alert for interlopers who see only trees to be felled and fields to be plowed, for they are a burgeoning plague that afflicts the natural cycle. Hunt, howl, and chant the Bloodsong, for the forest shall soon run wet with blood.



*“Nothing noble about death, boy.
Death means you lost. If I die,
I'll die fighting, and the Beastlord
will greet me with my enemy's
blood on my teeth.”*

- Sauk

Sentinelspire, Mark Sehestedt

CEREMONIAL OBJECTS

BLOOD-WINE

Blood-wine is a sacred drink comprised of boiling wine and the blood of slain beasts (and sometimes humanoids).

CLAWS OF MALAR

These light, exotic claw bracers mimic the appearance of beast paws such as those of bears, lions, tigers, and wolves.

The bracers are used as personal weapons and in ritualistic hunts and ceremonies by Malarites. The claws are often made from a creature slain by the wearer. The bracers' appearance varies widely.

Scholars believe these claw bracers have existed for several millennia and that other organizations may have copied or been influenced in creation of other claw bracers. Based on existing Hunts, some claws are made from actual fangs, claws, and bones taken from animals. These primitive claws are believed to be similar to the ones used by Malar's first worshipers.

The first known imitation are "Tiger's claws" used by the Uthgardt tribe of the Red Tiger. These claws have three long blades made from either metal or stone that are mounted to a wooden handle held by the barbarians. The blade length causes the weapon to be unbalanced and difficult to hold, so it is impossible to cast spells while equipped. It is also easy to disarm the weapons, since these weapons do not have a support bracer.

Often, "Grayclaws" worn by the infamous Grayclaw thieves' guild of Tantras are thought to be imitations, but their design is influenced by the *bagh nakh* imported from the eastern lands of Kara-Tur. These claws are worn in a similar fashion as brass knuckles and assist the wearer in scaling walls, but they also hinder detailed hand and finger gestures required for spellcasting.

Any non-Malarite seen with *claws of Malar* suffers the full wrath of all Malarites. This is taken as a great insult and given the full attention of the Malarite Hunt to seek retribution.

The game statistics for the *claws of Malar* are provided in [Appendix B: Equipment and Magic Items](#).



Claws of Malar

BLOOD SACRIFICES

A blood sacrifice requires a creature to die. Usually, the type of creature is determined by the requirements of each ceremony. The sacrificial offering must be alive when the ceremony begins.

For many blood sacrifices, there are no game play mechanical affects. Malarites perform these ceremonies as part of their worship.

Malar will not accept just any sacrificial offerings. The Beastlord accepts humanoids, intelligent creatures, and dangerous creatures. Undead creatures are never accepted.

BLOODY ROCK CEREMONY

The Bloody Rock ceremony sacrifices sentient creatures to Malar. The victim is secured to the Claw, a table stone in center of Bloody Rock. The head priest uses either their own claws or *claws of Malar* to rip the creature open over and over again. As the creature bleeds out, the blood flows down into the table and disappears as it is absorbed into the table stone.

The leader must proceed slowly in order to keep the victim alive and its blood draining for the entire 2-hour-long ritual. If the victim dies too quickly, the ritual fails. When it is successful, the dagger-shaped standing stone called the Bloody Rock begins to bleed from several places. Malarites collect the blood from Bloody Rock into a special container, then the head priest drinks the blood to finish the ritual.

Records indicate that whoever drinks the collected blood becomes protected and revitalized. Over the next 24 hours, if that creature is injured in combat, they are immediately magically healed.

If anyone other than the creature who performed the sacrifice drinks the blood, they suffer no obvious effects. However, any wound they suffer bleeds until they receive magical healing.

When a non-evil creature drinks the blood or tries to channel divine energy while within the shrine, they suffer the bleeding effect and may also suffer internal bleeding as their veins may split and burst.

The game mechanics for blood sacrifices are provided in [Appendix A: Character Options](#).

SACRED ARTIFACTS

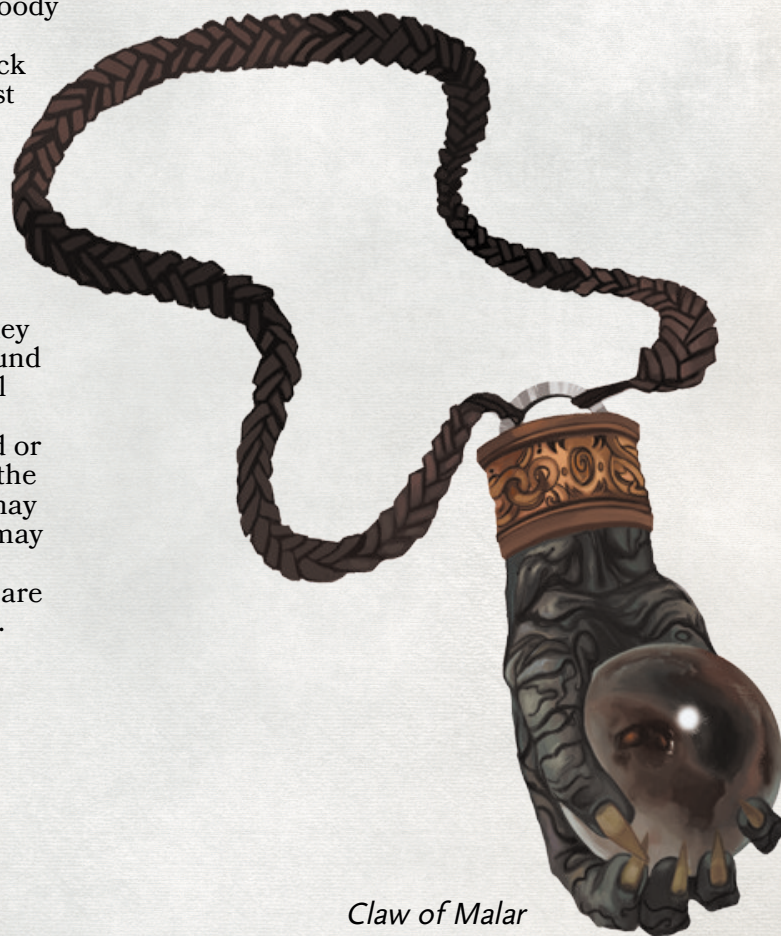
CLAW OF MALAR

The powers and origin of the *Claw of Malar* are legendary and the lore surrounding it is sometimes conflicting. Legends say it gave the mortal Pasha Abon Duum the power to challenge Tyr, the god of justice.

The artifact appears as a gray skinned humanoid hand with long-pointed fingernails. The hand grasps a clear bauble and wears an ornate golden cuff around its wrist. The talisman is suspended from the cuff by a cord which allows it to be worn around the neck.

In the Year of the Prince (1357 DR), a thief stole it from Dumm and gave it to Tyr. It is still believed to be in the possession of Tyr.

The game statistics for the *Claw of Malar* are provided in [Appendix B: Equipment and Magic Items](#).



Claw of Malar

COIN OF MALAR

The *Coin of Malar* is shaped like a normal coin with an image of a great, snarling, catlike beast with flattened ears and a mouthful of fangs on one side and a taloned, bestial claw in blood on the other.

The *Coin* is cursed. Once it's picked up, the individual can't get rid of it. When they try to drop or throw the *Coin*, it remains stuck to their skin. The only way to get rid of it is to find someone who truly wants it. Often, thieves lusting for coins and items become cursed after stealing it.

The *Coin of Malar* brings an onslaught of nightmares and dreams forcing the individual to transport it to a specific location. Once there, it can be used as a key to break magical bonds to release a servant of Malar. Once it has accomplished its task, the *Coin* dissolves and the curse removed.

The game statistics for the *Coin of Malar* are provided in [Appendix B: Equipment and Magic Items](#).

MALAR'S GLOVE

Created by a league of wizards, *Malar's Glove* appeared as a piece of white and pink coral. When an undead held it, the glove transformed into an elbow-length glove of white and pink streaks. The glove could only be worn by an undead creature.

The item was worn by Borran Klosk and allowed him to dispel elementals, empowered his spells, and protected him from a spell misfire. It was shattered into multiple pieces of coral in Alaghôn.

The game statistics for the *Malar's Glove* are provided in [Appendix B: Equipment and Magic Items](#).

Coin of Malar



SKIN OF MALAR

The bloodstained artifact called the *Skin of Malar* was worn as a hooded cloak by Anth-Malar, Chosen of Malar. It was imbued with magical properties of protection.

Many rumors exist related to the *Skin of Malar*. However, it is believed to have been lost or perhaps magically sealed away somewhere in the Silver Marches near where Anth-Malar died.

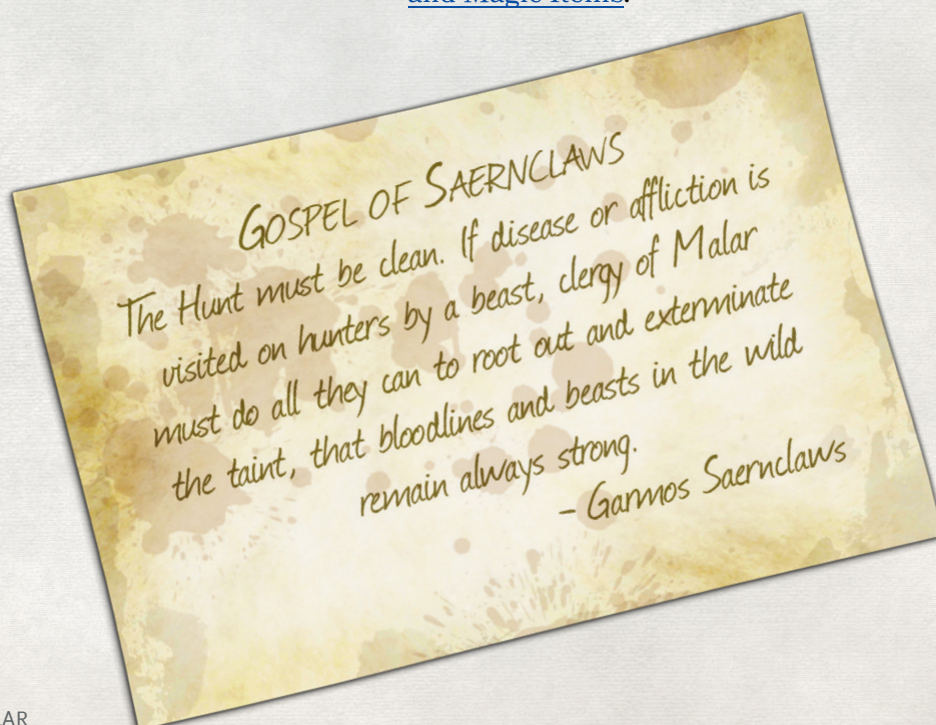
The game statistics for the *Skin of Malar* are provided in [Appendix B: Equipment and Magic Items](#).

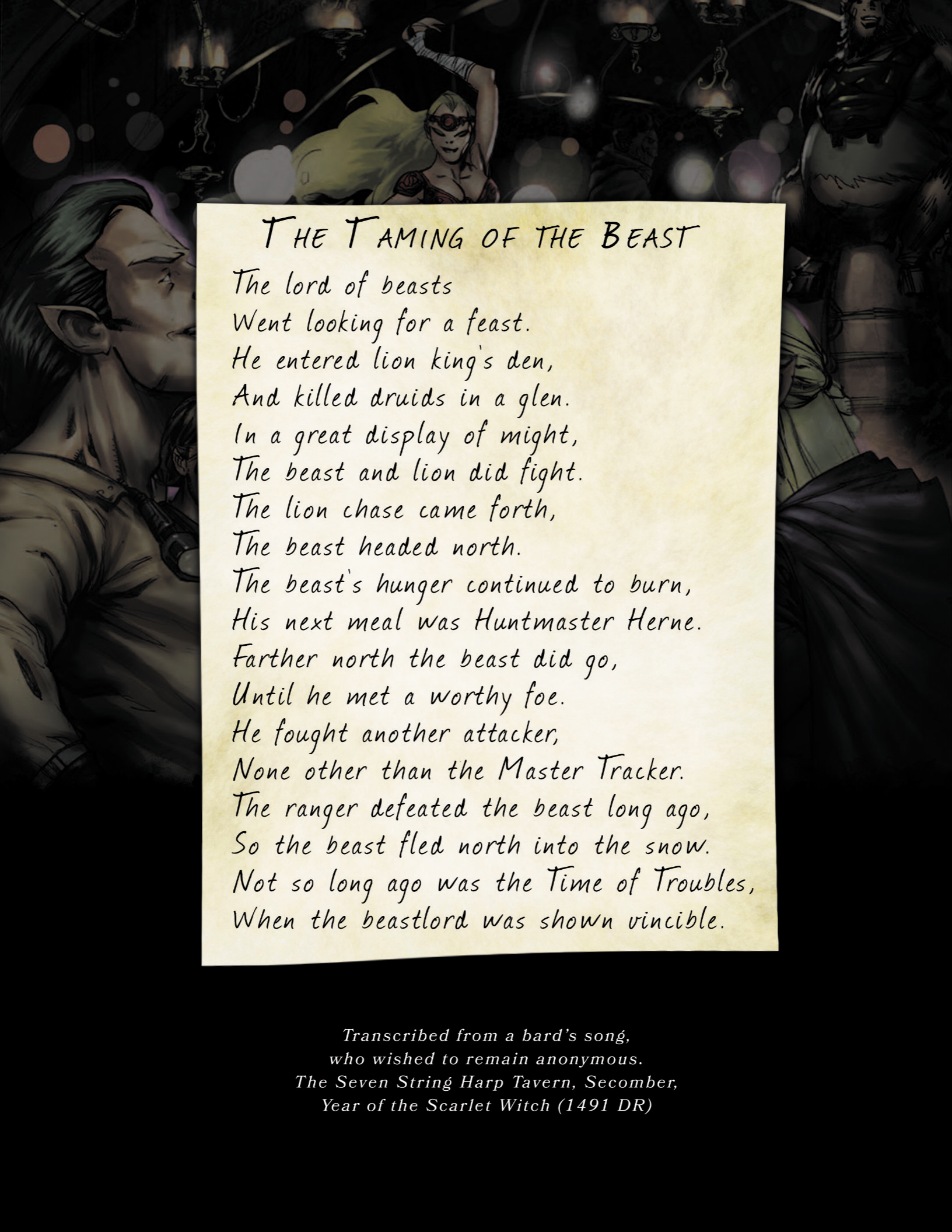
SPEAR OF THE MASTER HUNTER

Stories of the *Spear of the Master Hunter* have existed for centuries. These legends say Malar would give his spear to a devout follower after the end of a hunt led by Malar.

It is unknown exactly how many of these spears have been given to Malar's followers.

The game statistics for the *Spear of the Master Hunter* are provided in [Appendix B: Equipment and Magic Items](#).





THE TAMING OF THE BEAST

The lord of beasts
Went looking for a feast.
He entered lion king's den,
And killed druids in a glen.
In a great display of might,
The beast and lion did fight.
The lion chase came forth,
The beast headed north.
The beast's hunger continued to burn,
His next meal was Huntmaster Herne.
Farther north the beast did go,
Until he met a worthy foe.
He fought another attacker,
None other than the Master Tracker.
The ranger defeated the beast long ago,
So the beast fled north into the snow.
Not so long ago was the Time of Troubles,
When the beastlord was shown vincible.

*Transcribed from a bard's song,
who wished to remain anonymous.
The Seven String Harp Tavern, Secomber,
Year of the Scarlet Witch (1491 DR)*



CHAPTER 3: AREAS OF ACTIVITY

Temples dedicated to Malar are rare and nearly impossible to locate. The few temples that have been discovered have been immediately destroyed by city officials or adventurers without preserving any artifacts. In any case, Malarites prefer using the wilderness and underground caverns as their religious sites.

Temples dedicated to Malar are commonly called the “Temple of the Beast.” Makeshift temples in the wilderness are often indicated by a circle of claw, fang, or talon shaped stones, with the stones pointing inward towards the center.

Woodland shrines vary greatly in appearance. Most have a bowl for offerings surrounded by pointed stones, in the same manner as the makeshift temples. Some shrines are adorned with skulls of great beasts.

When possible and when in proximity to large civilized regions, temples may be hidden underground, usually within caverns with deep expansive subterranean passages which also serve as their hunting grounds.

AMN

UMAR HILLS

The foothills to the south of the Small Teeth mountain range are named the Umar Hills. The hills are the hunting grounds of a small Malarite Hunt primarily consisting of werewolves.

BORDER KINGDOMS

JUNDARWOOD

Local stories tell of a stag-headed man that roams the Jundarwood, a once sacred Malarite site. Prior to this stag-headed man’s arrival, a Hunt claimed the entire forest as their territory.

Now, the newcomer attacks any Malarite who travels too deeply into the forest, tears them apart, and leaves their remains scattered along the forest border as a warning to other Malarites. Some Malarites assume this being is either a powerful agent of Silvanus or an Avatar of Silvanus.

NAERNTH-DAR

Elminster speaks of a long-forgotten battle within the ancient drow city of Naernth-Dar where Aglar, alleged son of Malar, was slain and then consumed by priestesses of Lolth.

Soon thereafter, the priestesses were hunted and killed by Hamnor the One Handed, paladin of Tyr. The paladin ordered the city destroyed and supervised its complete destruction. While rumors of its location persist, the city’s ruins haven’t been discovered.

CALIMSHAN

TOWERS OF FURY, CALIMPORT

Located in the Faith Ward of Calimport, the Towers of Fury are dedicated to Auril, Umberlee, Malar, and Talos. The temple was constructed in the Year of the Worm (1356 DR) and commissioned by Syl-Pasha Djenispool. There is a tower for each deity. Talos's rises five stories, and the others have four stories.

CHULT

In the dense jungles and ports of Chult, Malarites are somewhat more common than in the rest of Faerûn. Rumors are rife in the ports about weretigers hiring themselves out as wilderness guides, then leading unsuspecting adventurers to their deaths in the vast jungles of the Hunt's territory.

Around the Year of the Bent Blade (1376 DR), a prominent leader of the largest Chult Hunt, Bloodmaster Mainu, adopted a different method of High Hunts and only called for hunts against those who exploited her jungle. Mainu, a female weretiger, was originally abducted by a cleric of Malar who was infatuated with her beauty and wanted her as his bride. On their wedding night, she tore out his throat. Later, she became the leader of that tribe.

Some Chult Hunts may still follow Bloodmaster Mainu's direction. However, since each Hunt operates independently of each other, it's unwise to assume that any current Chult Hunt follows the Law of Mainu.

At least three Chult Hunts are known for collecting and selling large quantities of bloodleaf to smugglers.

DENIED
Expedition to Chult
Research bloodleaf,
Survey of Mainu's influence
Daily 3gp (ea), Expenses 750gp (ea)
Total: 1680gp
Issued To: Cie Faith and
Barrowborn Iron Drake



COLD LANDS

VAASA

In the frozen, untamed wilderness of Vaasa, the Stone Tooth Clan was a well-known Orc Hunt during the late 14th century DR.

Their sacred hunters, called “zuwar,” swore their loyalty and life to Malar. Within their clan, they referred to other blood brothers and sisters as “malwun”, which translates to “oathbrother.”

In one tradition that the orcs called the “Sign of the Beastlord,” they would curl their three middle fingers, like a claw, and rake their fingernails downwards across their foreheads opening deep gashes and drawing blood.

CORMYR

SUZAIL

In the capital of Cormyr, the Hunts that operate openly are legally recognized and permitted. These Hunts have dominion over hunting. The church is also permitted to breed monsters and to hunt beasts within specific border areas.

Allowing the Hunt to operate openly within the border areas help the Crown deter smugglers and bandits, and to control livestock rustling. The Hunt also keeps marauding monster populations to maintainable levels.

Some of the creatures bred by the priests are used for blood sacrifices. However, most of the church’s income comes from selling the creatures to the wealthy either as trophies or for exotic feasts. A few of these creatures are also used as temple guards. Lastly, some nobles purchase these creatures as quarries for their hunts which are also often led by Malarite hunters.

When the church operates in the open, they must follow the Kingdom’s laws and act within limits imposed by the Crown. However, the church employs subtle techniques to work against the government in hopes of allowing their currently-illegal ceremonies, high rites, and humanoid blood sacrifices to be practiced in the open.

One key individual, known as the “High Huntmaster of Vaunted Malar” for all of Cormyr, Auqrathar Buruin, was a high priest in Cormyr in the late 14th century DR. Buruin was called to provide healing and counsel to the King several times when dealing with diseases and plagues within the kingdom’s forests, as commanded by the *Gospel of Saernclaws*.

Lastly, a shrine dedicated to Malar is located in Suzail on the north side of the Royal Ride.





Wyvernstones of Hullack

WYVERNSTONES OF HULLACK

In the Year of the Wyvern (1363 DR), during the Feast of the Moon, the Bloodmoon Circle, one of the Hunts of the People of the Black Blood, discovered and laid claim to the Wyvernstones of Hullack. Prior to that, a group of Eldath-worshiping druids known as the Wyvern Circle worshiped there. The druids abandoned the site more than two centuries prior to the Malarite's discovery of the stones.

The twelve ancient granite standing stones are located somewhere in the western reaches of the Hullack Forest, north of the eastern arm of the Wyvernwater, in the northeast of Cormyr. The stones stand approximately twelve feet tall and six feet in diameter and form a circle about sixty feet in diameter.

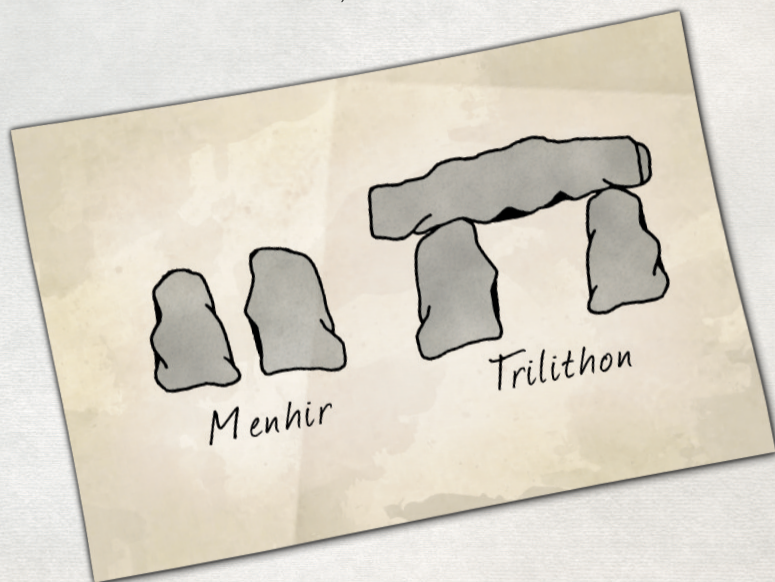
Four pairs of the standing stones form trilithons which means a third horizontal stone that spans the tops of two vertical stones. One of the four horizontal stones have fallen. In the center of the stones is a small spring-fed pool thirty feet in diameter. The spring is especially clear and never has any algae or plants within its shallow water.

The Bloodmoon Circle's initiation rite is known to be quite deadly, if the initiate fails to win over the members of the Hunt.

When High Hunts are held in the area, Malarites often surround and force their quarries to the site so they can kill them within the sacred pool.

Cormyrians tell varying stories about the origin and purpose of the stones. While the site is difficult to find, a few Thunderstone hunters secretly visit the site bearing freshly killed stags to offer to Malar. It is unknown how often and how many hunters give offerings to Malar on the site.

The ruling triumvirate of the Bloodmoon Circle includes Talgaerth Volspaan, a natural werewolf, Djalia Amartharr, a half-elf werewolf, and Grolshar Twintusk, a half-orc wereboar.



DALELANDS

BONE DANCE, BORDER FOREST

As of the Year of Wild Magic (1372 DR), the group of Malar worshipers known as the Rauthor claimed the southern third of the Border Forest. While the Hunt identified itself as one of the People of the Black Blood, it was rumored that the Hunt didn't have any lycanthropes. When they hunted, they wore costumes and masks of animals.

Their home was a barren hilltop deep in the Border Forest called Bone Dance. At the summit, a circle of giant standing stones, called menhirs, surrounds a depression in the center. Within this depression, a stone altar is used for sacrifices.

The Hunt was originally founded around the Year of the Broken Blade (1260 DR) by Malarites who fled Zhentil Keep.

CORMANTHOR

In the Year of the Banner (1368 DR), Bloodmaster Vakennis killed her father, the Bloodmaster of the People of the Black Blood, to become the leader of the Malarite Hunt coalition. Vakennis, a natural werewolverine, made many changes. She was soon challenged and killed.

DAMBRATH

In the far south of Faerûn, east of Halruaa, plains stretch to the edge of the Great Sea. In Dambrath, nomadic clans of human horse riders worship Malar (and occasionally Selûne). Many Dambrathans seek to honor their favored deity by being afflicted by lycanthropy. Moreover, some seek out lycanthropes in hope of contracting the curse.

GNOLLWATCH MOUNTAINS

In the Year of the Four Winds (467 DR), Dermos the Proud claimed to be a manifestation of Malar. The hill giant dire wereape quickly developed a fanatical following throughout Dambrath.

After several conflicts with Arkaiuns who opposed him and his Hunt, he ordered his followers to kill all Arkaiuns. Two years later, Dermos and his Hunt were slaughtered by the Arkaiuns at the Ambush of Blackrock Ridge.

FOREST OF AMTAR

In the Year of the Rune Lords Triumphant (1487 DR), rumors of the return of Dermos the Proud rapidly spread throughout the region near the Forest of Amtar and the Gnollwatch Mountains.

The handful of survivors told stories of a hill giant wereape living deep in the forest and slaughtering every creature it encountered.

Two years later, it was discovered that the hill giant wereape, named Gnong (see [Appendix C: Creatures](#)) was not the reincarnation of Dermos the Proud.

Several decades earlier, Malarites had found the hill giant infant at the base of a steep cliff, thrown off, and left for dead. They took the infant as one of their own. Over the years, the hill giant became cursed with wereape lycanthropy possibly purposely inflicted by the Malarites in hopes of Gnong rising to the stature of Dermos the Proud.

Gnong learned very basic Common from the Malarites and soon became a frustration for the Hunt. Late one night as Gnong slept, the Malarites left the forest leaving him behind.

HILLS OF THE KINGS

Many centuries ago, Malar instructed the Arkaiuns to build a burial chamber honoring King Reinhar I and fill it with treasures. The Beastlord then set wards and magical guards to protect it.

The Tomb of the Dead Kings holds seven kings of the Reinhar dynasty and is located in the Hills of the Kings, also called Hills of the Dead Kings. These tombs are guarded by two magical constructs: a stone lion and an iron tiger.

The exact location of the tombs was thought unknown, but the Crinti, the half-drow ruling aristocracy of Dambrath who seek to remove all Arkaiun culture, have looted five of the seven tombs.

All of the Dambrath Hunts meet twice a year somewhere within the Hills of the Kings. At this sacred site, dozens of totem sculptures have been added since the days of Reinhar I. Each Hunt has their own totem, which they update with accounts of their worthy deeds since the last meeting.

"My life has been spent in the service of Malar. Kill me and another will take my place."

- Allis

*Aranea ("werespider")
The Jewel of Turmish, Mel Odorn*

DEEP WILDS

LAND OF THE HUNT

The Land of the Hunt is part of the Deep Wilds. Malar rules this realm, and it would be near impossible to find a humanoid within his realm that doesn't worship him.

The realm's location within cosmology has shifted over time from being first located in Tarterian Depths of Carceri (Tarterus), then Fiendish plane called Fury's Heart, and later the Spellplague merged the realm with the House of Nature to create the Deep Wilds. Due to these shifts, exact details and descriptions about the Land of the Hunt are near impossible to compile even by the sages of Candlekeep.

The region has many rugged, steep mountains, with sprawling forests and jungles within the valleys. The lands are full of native game, animals brought from the Beastlands, and prisoners released to be hunted and killed.

In comparison with the domains of other deities, the Land of the Hunt is a small realm. It is bordered by the Blood Sea, the domain of Umberlee, with the River of Blood flowing through it and emptying into the Blood Sea. From the sea, grassy plains run towards the mountains.

There is plenty of wildlife to hunt, and these creatures are as strong as the hunters. It requires great skill, cunning, and foresight to track and take down wildlife within this realm.

Within the realm, the air is different than on Toril. For those who have the natural instincts of a predator, or those with a direct connection to nature such as rangers and druids, scents and sounds carry farther and more easily than most other places. This makes it nearly impossible to sneak up on any beast or Malarite within the realm.

The Malarite communities in this realm reside in caves rather than towns. Hundreds of communities are spread across the rugged mountainsides. The size of each community ranges from a handful to several thousand members.

Whenever interlopers enter his land, Malar and his followers stop hunting prey (and each other) and band together to hunt the intruders.

DRAGON COAST

NATHLEKH

Once known as the "City of Cats," a temple of Malar was located in the Nathlekh's catacombs. However, the Spellplague caused parts of the city's underground to rise several hundred feet which destroyed much of the city. The status of the temple is unknown.

PROSKUR (THAY ENCLAVE)

The Thay Enclave in Proskur is considered Thayan land by the "Law of Sovereignty." In this enclave, there is a shrine located near the secondary gates. The large open building has three large alcoves, each with a shrine for Bane, Loviatar, and Shar. The fourth alcove has a common shrine for Gargauth, Kelemvor, Malar, Talona, and Umberlee.

WESTGATE

Even in the crime-ridden and seedy metropolis of Westgate, some individuals worship Malar. A shrine of Malar can be found in the city.

Trusk Mrond, called the Fang of Malar, lives in Westgate and has been known to accept payments in exchange for selecting specific individuals as quarries for Malarite hunts, blood sacrifices, and rites such as a High Hunt.

EVERESKA

FORGOTTEN FOREST

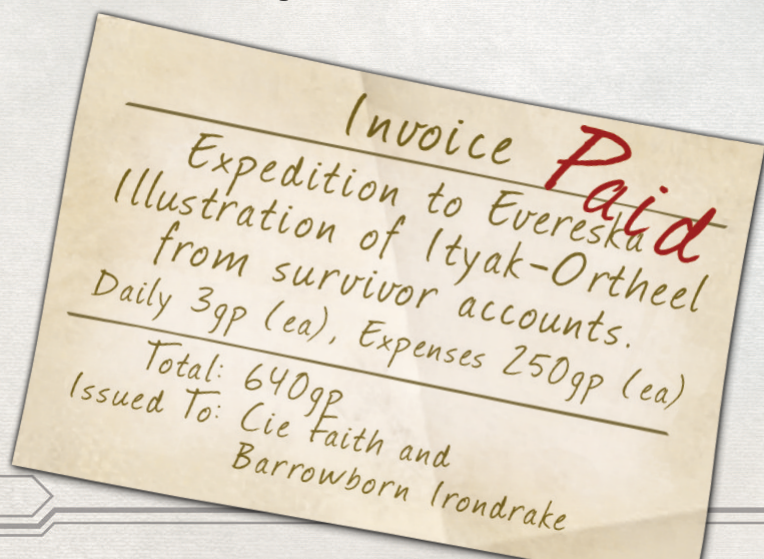
In the mid-14th century DR, a half-elf werewolf named Tagress led a group of Malarites in the Forgotten Forest. The Hunt sought to destroy Evereska by trying to summon Ityak-Ortheel, the Elf-Eater (see [Appendix C: Creatures](#)), through blood sacrifices.

Ityak-Ortheel is a powerful monstrosity that lived in the Abyss waiting for Malar to transport it to the Material Plane to destroy the elves. The creature, created by the mingling of blood from Gruumsh and Corellon Larethian, stands over 30-feet tall with three massive legs and forty tentacles.

At least four times every moon cycle, Tagress led the group in a blood sacrifice. She was unsuccessful in her attempts to bring about the return of Ityak-Ortheel.

In the Year of the Unstrung Harp (1371 DR), Ityak-Ortheel was brought to the region by Malar. After rampaging through the elven cities, Princess Ilyrana Moonflower of Evermeet banished Ityak-Ortheel to Arvandor, the home of the elven gods on the plane of Arborea.

Ityak-Ortheel hasn't returned to Material Plane since its battle with Moonflower over a century ago. Because the Elf-Eater has appeared at least once per century, elven sages believe that it could return at any time. Many elves fear that they are not yet prepared for its return.



GRAY VALE

HIGH FOREST

As the leader of one of the many Hunts of the High Forest, Bloodmaster Heskret claimed the dominion of the tree canopies and sky above the forest, allowing other Hunts claim to forest floor. The followers of the werebat were known for abducting their victims and dropping them from great heights.

The leader of another Hunt of the High Forest, Bloodmaster Naron, was known for her love of human flesh. The werewolf's High Hunts attracted lycanthropes from other clans, which was extremely uncommon.

As of the Year of the Star Walker's Return (1490 DR), several Hunts are based in the High Forest.

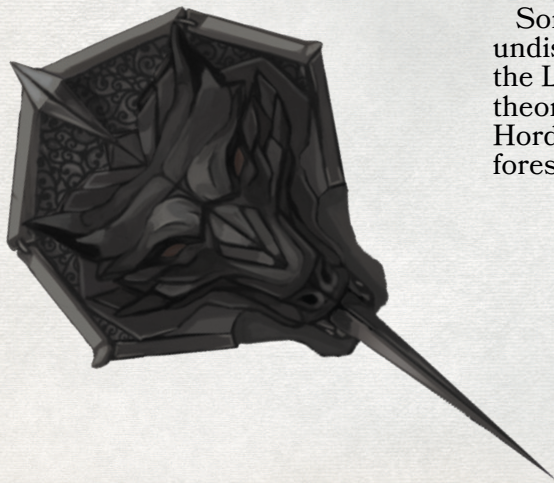
LOTHEN

The City of Silver Spires, Lothen, is an ancient elven city located in the High Forest. After the city's near destruction by demon hordes from the Hellgate Keep in the 9th century DR, the remaining ruins were taken over by orcs.

By the middle of the 14th century DR, orc druids had converted several old elven temples into temples of Malar. The forest region around the city was also populated with beasts of Malar (see [Appendix C: Creatures](#)) which acted as spies and sentries.

THE THICKET, HIGH FOREST

In the Year of the Gauntlet (1369 DR), Malarites from the part of the southern High Forest known as The Thicket attacked the village of Loudwater. Before the assault, Malarite priests interpreted a blood red moon as an omen of Malar. During their three-day assault, the Malarites killed Galaer Grasswave, the Green Regent and Chosen of Mielikki, and impaled his head upon a stick outside the village. After three days, the blood red moon returned to normal and the Malarites withdrew back to The Thicket.



STONE STAND, HIGH FOREST

In the northern-most reaches of the High Forest, two rings of stone cairns surround an ancient Uthgardt ancestor mound. This is the ancestor mound of the Blue Bear and Tree Ghost tribes.

Around the Year of the Gauntlet (1369 DR), the Blue Bear tribe was decimated when their beast totem spirit, who acted on behalf of and spoke for Uthgar, god of the Uthgardt, was killed and absorbed by Malar.

The mound is guarded by ghosts of dead Blue Bear tribe members and is sacred to Malar, who the Blue Bear tribe has worshiped since their beast totem spirit was defeated.

More than a century later, the tribe has reformed and reclaimed their sacred site. Stories also claim that the Blue Bear totem spirit has been revived.

GREAT DALE

BEZENTIL

In the late 14th century DR at the Divine Den, the High Huntmaster Skith Tsornagar led more than 70 priests and 140 warriors. The priests often led hunting expeditions from their home in the Great Dale to remote and dangerous regions in pursuit of exotic prey and greater challenges. At the time, the Divine Den was the most important Malarite temple in all of Faerûn.

Within the Divine Den, Bezentil smiths created *True Talons of the God* (see [Appendix B: Equipment and Magic Items](#)). These bracers resembled the crude *claws of Malar* and are blessed with blood and enchanted with magical properties.

In addition to the magic claw bracers, the smiths also created the first *Helms of the Wolf Pack* for the Malarites. These helms provide a group of warriors increased combat tactics.

FOREST OF LETHYR

While not a sacred location for Malarites, beasts of Malar have been known to roam the forest. It is unknown how the beasts of Malar were brought from the Land of the Hunt to the forest.

Some scholars believe there is an undiscovered portal allowing them to travel from the Land of the Hunt to the forest. An alternate theory suggests there is a pack located in the Hordelands that occasionally venture into the forest to hunt.

Sea of Moving Ice



HORDELANDS

Numerous individuals and tribes across the vast region known as the Hordelands, also called The Endless Wastes, venerate Malar.

However, after two teams of scholars researching Malar's influence in the area never returned and were declared dead, all further expeditions were canceled.

*"You can't hurt me
with mortal weapons.
Mine is the Black Blood.
I am a child of Malar."*

*- Rusk, Huntmaster
Black Wolf, Dave Gross*

ICEWIND DALE

TEN TOWNS

Icewind Dale's Tribe of the Wolf leaves fresh kills outside the Ten Towns to celebrate the Feast of the Stags. When these gifts are refused, the tribes become insulted and often attacks the townsfolk.

Thruun (see [Appendix C: Creatures](#)), an ancient god who sought only destruction, was magically trapped by the Twenty Stones of Thruun on the outskirts of the small village of Dougan's Hole and near the town of Good Mead. Nobody knows who sealed Thruun within the granite stones, which stood there long before the village.

To release the creature, Isarr Kroenstrom, leader of the Tribe of the Wolf, murdered ten victims across the Ten Towns and severed their hands. The severed hands were used to release Thruun from its imprisonment.

After a band of adventurers defeated Thruun, Kroenstorm escaped. The town of Good Mead has a bounty for Kroenstorm, so that he might be captured and hanged.

IMPILTUR

GRAY FOREST

In the Year of Wild Magic (1372 DR), the werewolf Huntmaster of the Wildfang Pack, Cyar Valthana, took command of a horde of hobgoblins that had been raiding nearby farms and the town of Moranay. When Cyar realized the goal of taking Lyrabar wasn't achievable with the wearisome horde, the Malarites returned to their forest base.

It is believed Cyar possessed the *Spear of the Master Hunter* (see [Appendix B: Equipment and Magic Items](#)) which allows conjuring and commanding a dire wolf pack.

LUIREN

LLUIRWOOD

In the Year of the Spiked Gauntlet (-102 DR), a ghostwise halfling cleric named Desva began teaching the Ghostwise Tribe the ways of Malar and led them in worship and violent acts upon forest creatures within the Lluirwood.

Thirty-two years later, in the Year of Discordant Destinies (-68 DR), strongheart and lightfoot halfings allied against the ghostwise halfings. This conflict was later named the Hin Ghostwar, also simply called the Ghost War. Strongheart Warchief Chand killed Desva three years later.

MOONSEA

HILLSFAR

On the southern coast of the Moonsea, in the xenophobic, human-only city of Hillsfar, there is a large public shrine of Malar.

MULMASTER

On the eastern shore of the Moonsea, in the crime-riddled, sprawling city of Mulmaster, there is a shrine of Malar.

SKONDARR

The Dragonspine Mountains network of caves, known as the Skondarr, is a sacred site for Malarites. More than a century ago, a Malarite Hunt performed humanoid blood sacrifices on The Altar, located deep within the caves, until a Calaunt wizard named Tharaundarr killed nearly all the members of the Hunt.

The wizard was enraged at the Malarites over the loss of his favorite hunting cat that he claimed was killed by a Malarite. After the Hunt was decimated, individual Malarites continue to sacrifice beasts on The Altar.

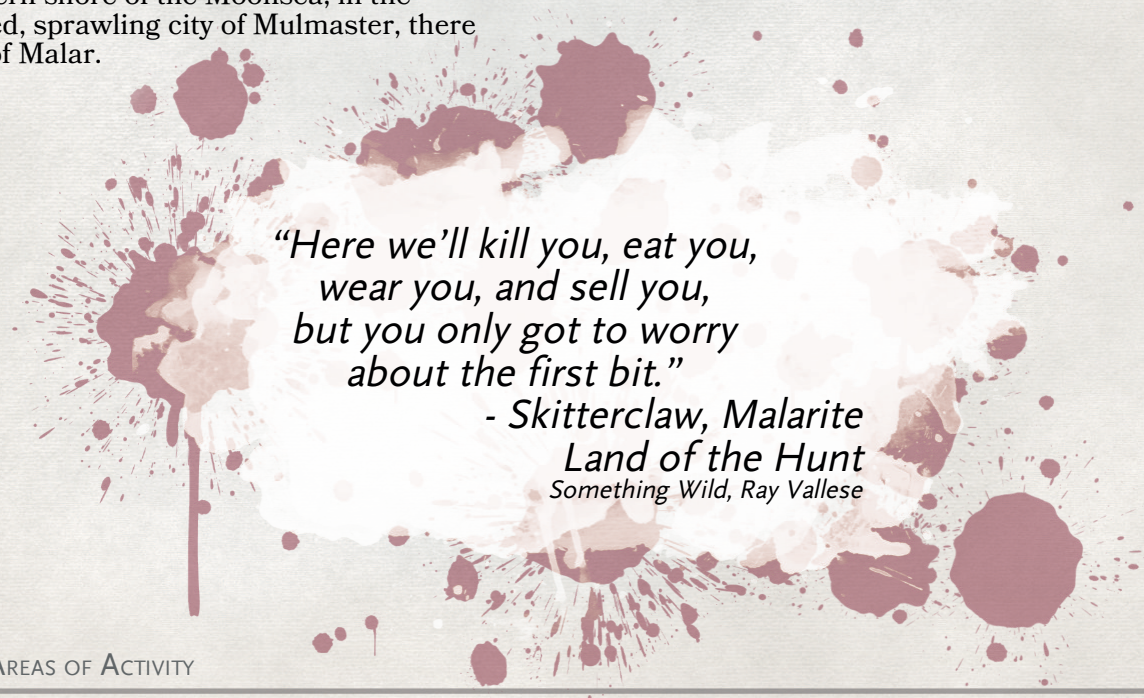
ZHENTIL KEEP

Prior to the razing and destruction of Zhentil Keep in the Year of the Vindicated Warrior (1383 DR) by the Shadovar, the High House of the Hunt was a notable temple located in the northeastern portion of the Common Quarter. In the Year of the Shadows (1358 DR), this temple had a congregation of approximately twenty worshipers, one high priest, and twelve subordinate priests. The temple was led by Huntmaster Baedeth Malagar.

Shortly after the destruction of the city, Huntmaster Baedeth and the surviving Malarites laid claim to the old Leathercrafters' Guild building in the Foreign Quarter and renamed it the Lodge of the Great Hunt, much to the dismay of the Leathercrafters' Guild members.

This Lodge of the Great Hunt looked very distinct within Zhentil Keep. Standing opposite numerous tall stone buildings within the keep, the lodge is a long, low structure with a thatched roof. The interior looked like a hunting lodge adorned with hunting trophies and an open hearth.

The church would often hold hunts against goblinoids of The Ride and in the sewers beneath the city. The city is now in ruins.



*“Here we’ll kill you, eat you,
wear you, and sell you,
but you only got to worry
about the first bit.”*

*- Skitterclaw, Malarite
Land of the Hunt
Something Wild, Ray Vallese*

MOONSHAE ISLES

MORAY ISLE

The Malarite Hunt named the Black Blood Tribe controls most of Moray Isle. A majority of tribe members come from mainland Faerûn and the Feywild region of Brokenstone Vale. The tribe is unique in that the lycanthropes aren't all of the same phenotype. There are werewolves, wereboars, werbears, and wererats all within the same tribe, which is uncommon with Hunts.

The tribe dedicates itself to summoning an Avatar of Malar or Kazgaroth (see [Appendix C: Creatures](#)). Once Kazgaroth returns, they plan to take back Moray and then head towards the larger cities on the other Moonshaes. They believe that to summon Kazgaroth, they must sacrifice as many humanoid and creatures as possible within Moray's two *moonwells*.

Several lizardfolk tribes of the Breasal Marsh also worship Malar and have joined forces with the Black Blood Tribe in a joint effort to summon Kazgaroth.

At every new moon, the Hunt goes beneath the Orskull Mountains into a secret cavern. There thirteen clerics perform a blood sacrifice on a glyph-inscribed stone slab.

In the Year of the Ageless One (1479 DR), the Black Blood Tribe attacked Caer Moray. They were able to scale the walls and capture part of the castle's courtyard before the goddess Chauntea intervened. The goddess of agriculture caused an earthquake which resulted in a tsunami that destroyed part of the castle. The tsunami carried many of the Black Blood Tribe out to sea.

SEMBIA

DAERLUN

There is a secret shrine of Malar hidden in the metropolis of Daerlun. It is said that the shrine is located somewhere within the Place of Banners or possibly near the Sunset Gate.

Orn Belaskar, called the Talon of Malar, lives in Daerlun and has been known to accept payments in exchange for selecting specific individuals as quarries for Malarite hunts.

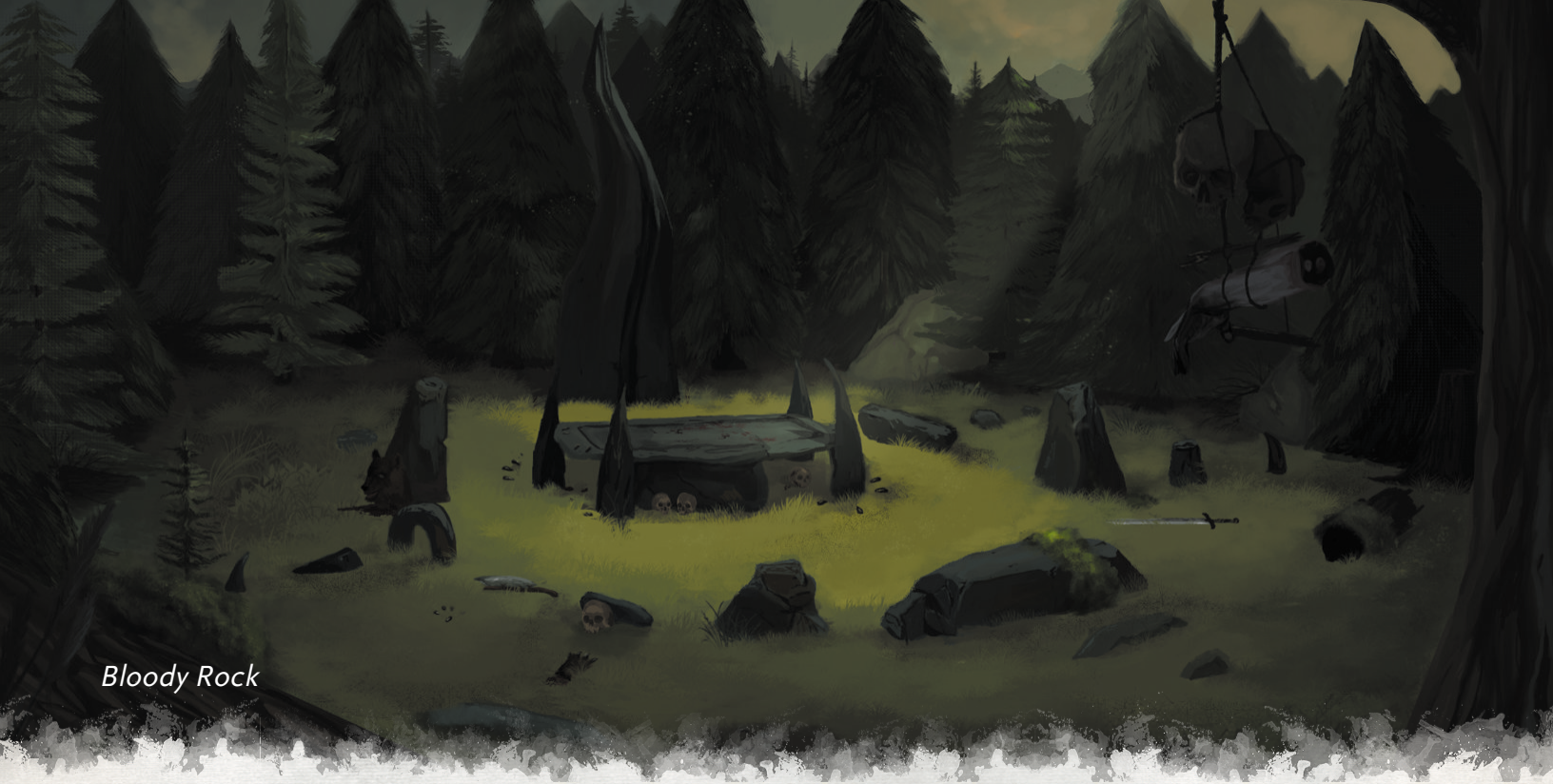
SHAAR DESOLATION

SHAAR

Before the Spellplague, many nomadic tribes within the grasslands of Shaar worshiped Malar. The Shaar love to hunt more than fight wars. These tribes usually focus more on Malar's hunting aspect than the bloodier aspects.

While not direct worshipers, the thri-keen druids of the Shaar are attuned to nature deities such as Malar and Silvanus.





Bloody Rock

SILVER MARCHES

BERLINGFORD

For over 200 years, an evil dryad, living in the Glimmerwood near the town of Berlingford, has worshiped and served Malar. The dryad, named Coriander, charms forest interlopers into furthering Malar's influence in the region. She is bound to an oak tree and limited to 300-yard radius from it.

BLOODY ROCK, NETHER MOUNTAINS

The shrine at Bloody Rock is in the hills of the Nether Mountains at the edge of the Far Forest. The shrine is surrounded by a dense evergreen forest filled with creatures fit for hunting. However, the locals know very well that the area is sacred ground and the hunting of beasts isn't permitted—only hunting of humanoids—by the Malarite Hunt.

Malarites consider all of the creatures within this area to be lesser incarnations, commonly called aspects, of Malar. Any individual caught hunting within this region is relentlessly pursued by the Malarites and killed.

The path to the clearing is nearly impossible to find due to the inhospitable terrain covered with rocks. The path is also not traversable by horses.

The clearing is composed of a single, thirty-foot-high, dagger-shaped stone protruding from the earth. This rock is covered in small sharp edges. A dozen large stones form a circle around the dagger-shaped stone. While Malarites may have placed the smaller stones, legends say that Malar himself placed these large stones. Within the circle is a flat, curved rock called the "Claw," on which humanoids are sacrificed.

The holy ground is protected by Malar. More than a century ago when adventurers sought to destroy the shrine, Malar sent a beast of Malar from the Land of the Hunt to track and kill them. Additionally, all animals within a 500-foot radius around the shrine are hostile to anyone other than worshipers of Malar. These creatures are immune to magical charms and compulsions that could change their hostility. Some rangers have recorded that their animal companions and familiars are immune to this affect.

When someone hostile to the Malarites tries to channel divine energy while within that 500-foot radius area, their heart rate increases and they bleed more easily. Some have suffered internal bleeding.

The game mechanics for the Bloody Rock ceremony are provided in [Appendix A: Character Options](#).

CLAW HOLLOW

Deep within the Glimmerwood, in a section which was formerly a separate forest named the Moonwood, lies the refuge and stronghold of the People of the Black Blood, called Claw Hollow. The stronghold consists of two rings of stockades around a high ridge. An extensive network of caverns exists below the ridge. Within the forest, there are also several Malarite shelters.

The half-elf werebadger Jarthon Drael was an accomplished hunter and tracker who became the Hunt's Bloodmaster. Before he was cursed with lycanthropy, the young Jarthon used his hunting skills to kill lycanthropes as a protector of the people of Silvermoon.

In the Year of Wild Magic (1372 DR), he began a campaign against the Silver Marches town of Quaervarr, which had begun expanding into the forest. During this time, the Hunt numbered around seventy members.

Initially, they took a Quaervarr woodcutter for the monthly High Hunt. When the woodcutter's body was found, it contained a note telling the town to cease its expansion.

Other members of the Hunt included Kuldus Droum, a human male werebear and priest of the Hunt, and Sarissa Duncastle, a human female wererat and lead scout of the Hunt.

EVERLUND

A shrine of Malar named the Bloody Hunt is located within the city of Everlund, one of the largest cities in the Silver Marches. Several centuries ago, the city's ruling council ordered the shrine destroyed. However, it was rebuilt in secret.

The shrine is located close to The Seeking Arrow inn near the Downriver Gate.

NESME

Followers of Malar often rented the upper levels of the Fallen Temple, a meeting house, to be used as worship space. In this building, Malar was included in the owner's permitted "nondangerous faith" designations, which also included Loviatar, The Maiden of Pain.

In the Year of the Awakened Sleepers (1484 DR), Nesmé was destroyed by an orc horde during the War of the Silver Marches.

TWISTED RUN

When Malar saw the cities of the Silver Marches banding together to form the Luruar Confederation, which threatened to further encroach into the wilderness, the Beastlord bestowed Chosen status upon Anth-Malar to stop the expansions of the civilizations. Anth-Malar's Hunt was based near Silverymoon in the Twisted Run, an expansive cavern which stretched for miles.

It is believed that Anth-Malar took the name after becoming the Chosen of Malar. There are no records which gives Anth-Malar's original name. In current times, the title of "Anth-Malar" is sometimes used when referring to whoever has been bestowed Chosen status by Malar.

Stories suggest Anth-Malar was killed in the underground caverns of Twisted Run by a mercenary company hired by Silverymoon.

SWORD COAST

LONGSADDLE

In the Year of the Bent Blade (1376 DR), two Malarite groups built chapels on opposing sides of Lake Pavlel near Longsaddle. Rather than work together, the two groups began fighting.

It is unknown why the two groups were fighting, and the Harpell family wasn't concerned with why they were opposed. Some Malarites in the region believe the groups fought over the heresy of lycanthropy as an affliction. Other Malarites suggest that both groups sought to claim the same hunting grounds.

The bickering between the two groups ceased when with a Malarite burned down a house with a family inside, causing the Harpells to take action. The wizards permanently polymorphed the most dangerous individuals of the two groups into rabbits. After accepting the consequences of their actions, the remnants of the groups dispersed and fled the region.

PHANDALIN

In the Year of the Empty Hourglass (951 DR), the settlement of Phandalin was overrun by a horde of orcs. For centuries after the attack, the village remained abandoned.

One orc story suggests the town was destroyed over a longsword called "The Talon of Malar." The story goes on to blame Sir Aldith Tresendar for taking the sword when he killed the orc chieftain during an earlier skirmish. That conflict soon escalated into a massive orc raid destroying the town. The orcs continued their looting of the ruins for several months after the attack, but they never found the sword.

In the years following the settlement's destruction, orcs built a few shrines to Malar in the nearby forests and foothills of the Sword Mountains. Around 1400s DR, humans returned to resettle the town.

In the Year of the Dark Circle (1478 DR), Krusk (see [Appendix C: Creatures](#)), a half-orc werebear Malarite, felt a divine calling to leave his northwest Faerûn Hunt and travel south. During the pilgrimage, Krusk discovered a shrine of Malar hidden within a small cave in the foothills of the Sword Mountains a few miles south of Phandalin.

Over the next few years, Krusk recruited a few members for his new and fledgling Hunt. The half-orc serves as both Huntmaster and priest for the tiny Malarite Hunt. Unbeknownst to the villagers of Phandalin, Krusk and the Hunt are responsible for the deaths of the village's last two woodcutters in hopes of stopping the village's expansion.

NEVERWINTER WOOD

In the Year of the Iron Dwarf's Vengeance (1485 DR), Rayne Sangrey (see [Appendix C: Creatures](#)) led a coup in the Uthgardt Gray Wolf tribe causing the tribe to split. For several years prior, the Uthgardt tribe of murderous werewolves argued over the reverence of Malar, often instigated by Rayne.

Once Rayne came into possession of a *Spear of the Master Hunter*, the coup quickly took shape. After a brutal, bloody battle, Rayne's coup killed many, but the severely wounded chieftain, Syken Nightblaze, fled the battle once it appeared Rayne's forces were winning.

Even though the chieftain escaped, many saw Rayne as the stronger warrior and victor of the battle. These Gray Wolf warriors submitted and joined Rayne's new tribe named the Black Wolf tribe.

While they often move around the region, the Black Wolf tribe is based in Neverwinter Wood. Having received the *Spear of the Master Hunter* from an agent of Malar, Rayne believes they have been selected to unite and lead all of the Hunts as a Chosen of Malar.

WATERDEEP

In the 14th century DR, the Cult of the Dancing Bear was led by Urinborm, a priest of Malar. The small and secret group of Malarites held underground meetings. Followers would mark a part of their body, in a place usually covered by clothes, with multiple parallel scars that resembled the raking claw marks of a bear.

They met once a month, usually in a cellar, to hold their worship services which sometimes involved ritual drinking of animal blood, dancing with the Bear (Urinborm in costume), dedicating hunts to Malar and the Bear, and fighting each other until first blood is drawn. The group would also try to hold one hunt per year, marking a visitor to the city as their quarry.

The cult originated generations ago as part of the Festival of Dancing Bears. Per the barbarian custom, nomadic tribes would gather in what would become Waterdeep to trade and drink beer. As part of the festival, one hunter would don claw bracers coated with a drug to induce sleep and fight a captured bear. After several hunters died, the tradition faded away, but was continued by the Waterdhavian Malarites.

In the Year of the Bloodbird (1346 DR), the cult came into possession of the *mask of Ralam* (see [Appendix B: Equipment and Magic Items](#)). The appearance of the mask fooled them into believing it was a mask of Malar. Hoping to unlock an ancient magic mask, a Malarite donned it during a monthly worship service. Instead of glorifying Malar, it was an instrument for chaos and destruction for the group until it disappeared the following morning.

WOOD OF SHARP TEETH

East of Baldur's Gate in the Wood of Sharp Teeth, also called the Werewoods, the city of Vehlarr was founded in the Year of the Toppled Thrown (710 DR) by the natural werewolf sorcerer Vehlarr.

With the aid of Malar, Sehanine Moonbow, and others, Vehlarr organized the scattered werewolf packs into a nation and built a fortified city within the vast forest.

While the city prospered, the werewolves soon became victims of a spell from the city of Myth Lharast. The spell lured the lycanthropes to Myth Lharast where they were controlled by Syri Mhaal, an original architect of Myth Lharast who was assembling an army of lycanthropes to conquer the Shoon Empire.

After suffering for nearly ten years, in the Year of Dawn Rose (720 DR), Vehlarr with aid from Sehanine finished the Circle of Vehlarr, a portal to Myth Lharast. Using the portal, Vehlarr led an assault on Myth Lharast. After the failed assault, Selûne became upset over the fighting and sent "monstrous lightning bolts" from the moon which destroyed the city of Vehlarr and shifted Myth Lharast out of the Realms.

Stories passed down in werewolf packs that still roam the Wood of Sharp Teeth speak of the legend of Vehlarr, in which the city is said to reappear on nights of the full moon. Stories also say it is possible to enter Myth Lharast during this time as well. However, if you remain in either city for too long, you cannot leave until the next full moon.

THAY

Outside most cities and within the forests of Thay, there are several distinctive Malarite shrines.

More than a century ago, Malar assisted the Red Wizards of Thay to create black unicorns. Malar helped the Red Wizards hunt, capture, and infuse unicorns with blood from demons and other hellspawn.

BEZANTUR

Known as the City of a Thousand Temples, the port city of Bezantur has a temple of Malar. The temple is one of the city's smaller temples.

In the Year of the Dozen Dwarves (1426 DR), a Malarite sorcerer created the *ring of the wolves* for protection in the crime infested port city (see [Appendix B: Equipment and Magic Items](#)). However, the enchantment of the ring had an unseen side effect which caused the sorcerer to take damage when the summoned wolves were injured. In the first use of the ring, the sorcerer was killed and the ring was taken.



The Sword Coast

Neverwinter

Neverwinter Wood

Longsaddle

The Evermoors

Everlund

Sundabar

Triboar

Yartar

Leilon

Phandalin

Westbridge

The Lost Peaks

The Star Mouns

Nether Mountains

The Far Forest

Mere of Dead Men

Red Larch

The Sword Mountains

Goldenfields

The High Forest

Greypeak Mountains

Anauroch

Waterdeep

Ardeep Forest

Loudwater

Llorkh

Secomber

Southwood

Daggerford

Parnast

The Black Road

The High Moor

Dragonspear

Serpent Hills

Marsh of Chelimber

Grey Cloak Hills

The Shaeradin

Mintarn

Trollback Forest

The Winding Water

Dragonspear

Serpent Hills

Hill of Lost Souls

Battle of Bones

Trollclaws

Forest of Wyrms

Soubar

Fields of the Dead

Triel

Trielta Hills

Hardbuckler

Well of Dragons

Baldur's Gate

Chionthar River

Elturel

Scornubel

Darkhold

Cloakwood

The Wood of Sharp Teeth

The Reaching Woods

Sunset Mountains

Marsh of Tun

Candlekeep

Beregost

Berdusk

Greenest

Iriabor

Easting

PYARADOS

Around the Year of the Prince (1357 DR), a high priest of Malar served in Pyarados. The Malarites mostly gather in the sprawling outer expanse of the city for hunts in the Sunrise Mountains.

While no temple of Malar has been built, the area continues to have a substantial number of Malarites who take part in the hunts.

UNDERMOUNTAIN

DEEP HUNTING GROUNDS OF WYLLWOOD

In what was one of the faster-growing Malarite worship centers, Arbenita Darkwind, who also went by Bentia Darkwind, oversaw the Hunt in the Deep Hunting Grounds of the forest of Wyllowood. The forest provided both an abundant array of beasts to hunt and a sanctuary from followers of opposing faiths which sought to impede Malar's will.

Arbentia oversaw numerous worshipers and more than sixty priests. Her Hunt also maintained a pair of cages which allowed mind transference between a humanoid and an animal (see [Appendix B: Equipment and Magic Items](#)).

The very charismatic and extremely devoted priest used both her appearance and wit in hopes of finding open minded adventurers who can be convinced to follow Malar. The Huntmistress didn't see every adventurer as game; instead she believed that spreading her faith and expanding the reach of Malar was more important than the hunt.

The Hunt's priests also took part in monthly hunting competitions to seek Malar's blessing. The contest's objective was to collect the most skulls and shields from adventurers who wander into the Wyllowood. The winning priest received the Champion of the Hunt Blessing (see [Appendix A: Character Options](#)).

Another Wyllowood leader of note was Dhusarra yr Fadila el Abhuk. Dhusarra was a Calishite human noble who traveled into Wyllowood via the Undermountain in the Year of the Fist (1311 DR). When her adventuring company entered the Wyllowood, they were soon hunted and killed by the Malarites. She was the sole survivor, and accepted the Malarites' offer to join them rather than die alongside her companions.

In the Year of the Shattered Oak (1313 DR), Dhusarra rose to power within the Hunt by killing other Malarites until she could claim the title of Huntmistress. It is believed by some that Dhusarra killed Arbentia Darkwind.

Sometime during the 1480s DR, Wyllow, a moon elf archdruid, and her green dragon, Tearulai, killed all of the Wyllowood Malarites in retaliation for hunting her animals and disrespecting her authority. The Malarite structures remained unoccupied for several years until goblin werebats arrived. Wyllow allows the werebats to feed on unsuspecting adventurers and vermin, as long as they recognize her as the master of the forest and stay away from her animals.

LODGE OF THE BEASTLORD, SKULLPORT

This three-story, expansive tavern and inn appears much like a noble villa above in Waterdeep. The Lodge of the Beastlord offers residence and an exclusive hunting club for adventurers, bounty hunters, and hunters of elusive Undermountain creatures.

The hall is exquisitely decorated with expensive carpets from faraway lands, marble floors, and a large stone fireplace with heads of exotic and rare creatures from across Faerûn and Undermountain displayed as hunting trophies.

The first-floor tavern and drawing room are open to non-members. The second-floor dining room, lounge, and library is open to members and guests. The topmost floor is members only and provides a chamber with a shrine of Malar.

Membership to the lodge is by invitation only, and applicants are required to pass a series of trials to test their cunning and resolve. After initial approval, they are granted initiate status, which carries limited perks. After gaining the acceptance of lodge members, the initiate must complete their final membership requirement: Track and kill a close friend or family member. If an initiate refuses this task, they are themselves hunted by the lodge members.

The membership fee is 100 gp per month. Benefits include special hunts: some with dangerous monsters (or caged humanoids) transported into Undermountain and released to hunt; and slave hunts, where groups of slaves are purchased, tagged, given 100 gp, and released with a head start. If the slaves escape, they are free and can keep the 100 gp. Very few slaves escape.

VAST

BRYNWOOD

Deep within the forest of Brynwood is a shrine of Malar. Over the years, Eldath druids of the forest destroyed the shrine many times. However, the shrine is always rebuilt by the Malarites who also claim the forest.

The legend of the Bryndar, shapechanging women who lure males into the forest and then devour them, have existed for centuries in the region. The Malarite Hunt living in Brynwood has appropriated the name and claim these stories are based on their founders.

The “Bryndar” Hunt states their two founders were Emiko and Haruki, a pair of hengeyokai from the Sheng Ti province of Shou Lung. Emiko has the animal form of a hare and Haruki has the animal form of a cat. The pair are said to have been exotic concubines in Shou Lung who were sold to slavers in Mulhorand and sold again to Thay slavers.

The Malarites won't speak of the details relating to how the pair first appeared in the Brynwood. The only statement is the two killed all of their masters. Along their journey, they met Arara Mystralath, a half-elf werefox Malarite priest. The three women eventually settled in the Brynwood.

While the legends of the Bryndar predates the formation of the Hunt, if the preposterous claim is true, it is likely to have contributed to continuing the legend. The Hunt's claim also mentions their leaders' prowess in killing dozens of adventuring companies over the years.

As of the Year of the Warrior Princess (1489 DR), the Hunt has a wide diversity of lycanthrope phenotypes, and no male members. The Hunt founders are the only known instances of hengeyokai Malarites.

CALAUNT

In the city-state of Calaunt, there is a shrine of Malar. Calaunt was formerly the village of Vespermouth and is located at the mouth of the River Vesper on the eastern side of the Dragon Reach.

VILHON REACH

Around the Year of the Wailing Winds (1000 DR), the interloper deity, Nobanion, chased out or killed most Malarite worshipers in the Vilhon Reach.

ALAGHON

In the 11th century DR, Borran Klosk, an undead worshiper of Malar, led an army of the undead against the cities of the Vilhon Reach. He was imprisoned by the clerics of Eldath beneath the Temple of the Trembling Flower in Alaghôn.

Klosk was freed from his prison by a common street urchin via the *Coin of Malar* (see [Appendix B: Equipment and Magic Items](#)), so that he could rebuild his army using *Malar's Glove* (see [Appendix B: Equipment and Magic Items](#)).

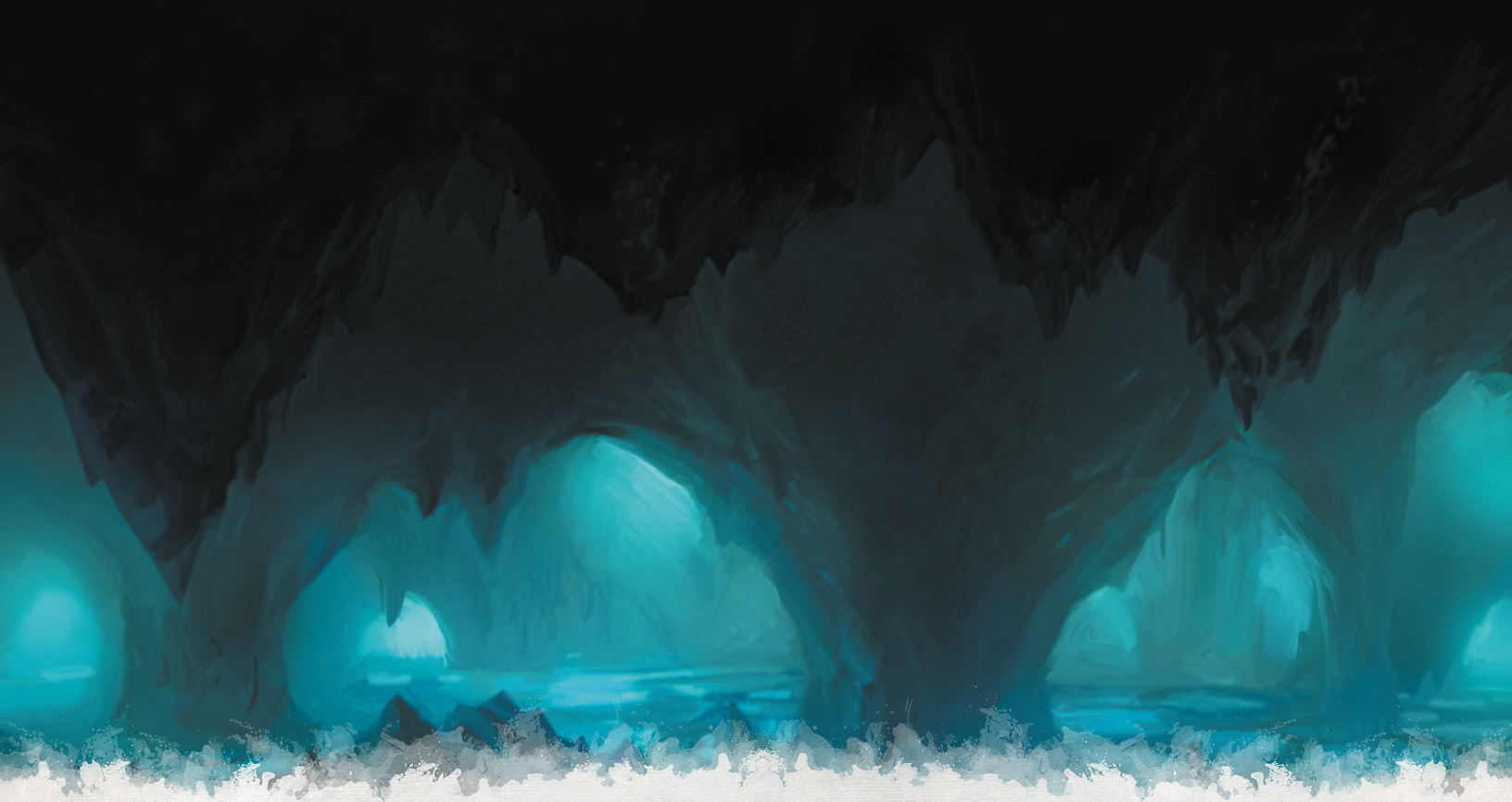
CHONDALWOOD

In the mid-14th century DR, Bloodmaster Totoruan, a one-eyed, mountain dwarf wereboar, led the Chondalwood Hunt. Totoruan was once a hearty adventurer and general nuisance to the Hunt.

WINTERWOOD

Near the end of the 14th century DR, Huntmaster Jaras Silverblood led the Company of the Hunt in the Winterwood, a forest north of the Lake of Steam near the Border Kingdoms.

The company of outlaws numbered over 50 and attacked the neighboring town of Sespech. Jaras was wanted in Turmish for the murder of an assemblyman with a bounty of 10,000 gp for capture, dead or alive.



CHAPTER 4: FRIENDS AND FOES

In order to understand Malarites, the reader must first understand their scholars and leaders. In general, there's only one Hunt leader. However, in larger Hunts a High Priest might be considered the second-in-command, at least with regard to religious practices.

The People of the Black Blood use the title "Bloodmaster" to signify the strongest member, and leader, of their Hunt. Most active Hunts use the title "Huntmaster." Often the term "Huntmistress" is used for female leaders, but that term has mostly faded away being replaced with "Huntmaster" for leaders of any gender.

High Priests sometimes use the title of "Bloodhunter," "Beast," "Lord of the Hunt," or "Huntlord." Less commonly, the title of "Old Hunter" is used as a means of respect for elderly priests. Lastly in some Hunts, priests are called names such as Brother Stag or Sister Wolf in recognition of the most powerful beast they have slain.

As of the Year of Three Ships Sailing (1492 DR), many of the mortals listed in this chapter are assumed to be dead unless otherwise indicated. It is likely that others have assumed their roles and responsibilities since their death.

MALARITE SCHOLARS

GARMOS SAERNCLAWS

Garmos Saernclaws was one of the most respected and well-known servants of Malar. As the author of the *Gospel of Saernclaws*, his words continue to be followed by all Hunts. His teaching is known by most sages and priests of other faiths and has been used to coerce unwilling Malarite priests to assist with curing diseases and healing the sick.

Over the centuries, the gospel has created a few strange alliances between Malarites and non-Malarites. The sacred guidance instructs Malarites that they should "root out and exterminate" any disease or affliction upon their Hunt or beasts in the wild. This has led to alliances with neutral-aligned druids and rangers to cleanse forests of poison and disease so that the wild beasts remain pure and strong.

There has also been rumors of Malarites who believe lycanthropy is a disease or affliction which they are commanded to remove. While this belief is considered a heresy, it is a growing concern for Malarites.



ONGLUKH NEIRIM

Onglukh Neirim claimed the title of the “Holy Stalker of Malar” and came into possession of the *Book of Fangs and Talons* (see [Appendix B: Equipment and Magic Items](#)) around the Year of the Pointed Blade (1298 DR) after a Malarite conclave in Elversult.

Little is known about Onglukh other than stories about their breeding of large cats and other large, rare predators near the Border Forest. Orcs, gnolls, and ogres greatly declined in the Border Forest due to Onglukh’s tendency to feed them to his animals.

THOROUGH DELSKUL

Thorough Delskul was known as the “Mad Malarite.” Around mid-14th century DR, he published writings that provide the bulk of the extant information concerning the appearance and contents of the *Book of Fangs and Talons*.

Many Malarites consider him a heretic for releasing detailed information about their sacred text. Delskul is better known and regarded by sages than by Malarites.

MALARITE LEADERS

BELEGOSS WOLFMYND

In the Year of Slaughter (1090 DR), Belegoss Wolfmynd, a human priest of Malar, initiated The Great Hunt in the Dragon Reach which continued for two years and expanded west to the Sword Coast, until his death at the hands of Harpers instructed by Elminster.

BORRAN KLOSK

Borran Klosk, an undead worshiper of Malar, led an army of undead against the cities of the Vilhon Reach. In initial accounts, he was labeled a mohrg. However, his abilities, actions, and description lend belief that he was something other than a mohrg.

He was thwarted and imprisoned by the clerics of Eldath in a magic coffin made of ice beneath the Temple of the Trembling Flower in Alaghôn.

Over two hundred years later, in the Year of the Tankard (1370 DR), the *Coin of Malar*, wielded by a thirteen-year-old street urchin named Cerrill, freed Borran from his crypt. The general, using the newly created magic item named *Malar’s Glove*, summoned an army of undead from the Whamite Isles to attack Alaghôn.

However, the undead army assault was only a distraction from Borran’s primary plan to activate the Taraketh’s Hive. Once activated, the artifact would summon hordes of parasitic insects, called Vangdumonders, from another plane. The invasive insects would kill all of the region’s bees resulting in a complete destruction of the region’s ecology.

As the undead army was being defeated, Borran’s head was severed from his body and his skull smashed by Haarn Brightcloak. Haarn handed over his remains to elder druids of Eldath, who finally destroyed him.

DHUSARRA YR FADILA EL ABHUK

After her adventuring company was captured and killed by Malarites in the Undermountain, Dhusarra accepted their offer to join them. In only two years, she went from an initiate to the leader of the Hunt.

Soon after becoming Huntmistress, Dhusarra was turned by the master vampire Noreyth Harpell. Two years later, the Company of Red Dawn, sent by the vampire Artor Morlin, attacked Noreyth and Dhusarra. Although Noreyth survived the mercenaries' attack, Dhusarra murdered him while he slept in his crypt. About sixty years later, she moved to Waterdeep and began working to remove her rival vampire, Artor Morlin, in hopes of controlling Waterdeep.

In the Malarite tradition, Dhusarra wore trophies and the pelts of slain foes. One of her more prized possessions was the pelt of a displacer beast, which she wore as a cloak.

In the Year of Lightning Storms (1374 DR), Dhusarra initiated a High Hunt in the city. Her true motives were to unseat her rival, Artor Morlin. To aid her, she turned a pack of nine Gray Wolf Uthgardt werewolves, who were the hunters in her High Hunt, into werewolf-vampire spawn hybrids called wolfspawn (see [Appendix C: Creatures](#)), in hopes of impressing Malar.

Dhusarra selected Lord Orpar Husteem as the quarry. The drug-dealing nobleman was supplying bloodroot to Artor Morlin.

Her ulterior motives upset Malar, so Malar prevented both the quarry and Dhusarra from leaving the city, leaving her open to attack and unable to retreat. Malar also removed the time limit, allowing the event to proceed past sunrise, which gave time for a group of adventurers to prevent the death of Husteem and kill Dhusarra.

GAROND THE CLAW

The tiefling wizard Garond The Claw was the leader of a small Hunt. He discovered a handful of obsidian triangles which opened a gate between the Land of the Hunt and the Beastlands.

Along with his five most devoted followers, called the Deliverers, Garond devised a plan to bring creatures from the Beastlands into the Land of the Hunt so that Malar could consume their spirits and attune himself to the Beastlands in order for Malar to escape his imprisonment in the Land of the Hunt.

GUILDER STARKAD

Guilder Starkad was a powerful priest who led the largest Hunt in the Land of the Hunt. His Hunt, which was referred to as a den, numbered in several thousand followers who distinguished themselves by wearing reddish furs.

Rather than work alongside Garond The Claw, Guilder worked against Garond so that he could be the one to free Malar.

ISARR KROENSTROM

When Icewind Dale's Tribe of the Wolf suffered an early and especially cruel winter in the Year of the Ageless One (1479 DR), they were caught off guard without enough food to last until spring. The weakened and kingless tribe's shaman, Jütti Merliss, prayed to Malar for help. The Beastlord answered her pleas and gave the tribe's strongest warrior, Isarr Kroenstrom, the chance to become the Chosen of Malar.

As an offering to Malar, Isarr sought to kill ten victims from the Ten Towns. It is unknown if the ritual required one victim from each town or if Isarr spread out his kills in order to elude capture and spread fear in the region. After Isarr's task was accomplished, a performed ritual would release the imprisoned Thruun, an ancient god, from the Twenty Stones of Thruun located in Dougan's Hole to terrorize Icewind Dale.

Isarr accepted the mission and believed this would make him King Wolf and his tribe would survive the winter with Malar's blessing and protection.

The Wolf warrior used a hooked blade to kill each victim. He chopped off each victim's hands before cracking open their ribs to form the grotesque wings of the blood eagle.

After his tenth kill, Isarr released Thruun from its imprisonment and sent it to wreak havoc upon a town which didn't accept his three elk kills as Feast of the Stags offerings.

KING REINHAR I

In the Year of the Pernicon (545 DR), Reinhar was a prominent Arkaibun warchief who consolidated many of the various barbarian tribes in Dambrath. These tribes took the name of the Kingdom of Dambrath and Reinhar claimed the title of King.

Reinhar enslaved many halflings of Luiren, conquered Estagund, and destroyed several cities in Durpar. His army swelled to over 40,000 horsemen and a fleet of fifty ships. During a highly coordinated attack, his army captured the cities of Mithel, Galdel, and Zalsuu unable to penetrate the Walls of Halruaa. During his invasion of the city of Sulaziir, the archmage Mycontil and a group of his wizards defeated and killed Reinhar.

After his death, Reinhar's son, Reinhar II, assumed command of the army and ordered a retreat. Reinhar II also consolidated all of the soldiers for defense of the nation after sustaining heavy casualties in his father's war.

Several years later, Malar instructed the Arkaibuns to honor the warchief by building a burial chamber, filling it with treasures, and setting wards and guards to protect it. The Tomb of the Dead Kings is located in the Hills of the Kings, also called Hills of the Dead Kings, in eastern Dambrath. The tomb is guarded by two magical constructs: a stone lion and an iron tiger.

AGENTS OF MALAR

The status of “Agent” is reserved for individuals selected by a deity to carry out their will. It is believed they receive instructions and commands directly from the deity.

KHAMALLAN TEREN

Malar gave Khamallan Teren a power key that worked for all of Malar’s spheres of influence within Land of the Hunt. The power key allowed Khamallan to cast spells without regard to characteristics of the plane’s interference which affected, diminished, or nullified spells and cast any spell at its maximum effective power.

Khamallan didn’t get along well with fellow Malarites. The fierce hunter was well known and feared throughout the Land of the Hunt. Due to his personality, Khamallan always hunted and acted alone as nobody seemed to enjoy his presence.

KYRANN GRAYLORD

The weretiger Kyrann Graylord is a natural lycanthrope who takes the form of a black tiger with dark gray stripes. Due to his unique appearance, Malarite clergy provided him with special training and guidance.

As a direct agent of Malar, he travels between the People of the Black Blood locations to carry news and enforce rules and laws set forth by Malar. Kyrann also determines when a Hunt needs a new Bloodmaster. Kyrann issues a Challenge, kills the Bloodmaster, and appoints a new Bloodmaster from within the Hunt.

SHANDUNN LONGFANG

In the Year of the Grinning Halfling (1484 DR), many deities created Chosens to acquire as much power as possible before Ao, the Overgod, could finish locking their status and portfolios during the Second Sundering. Malar chose to keep his essence rather than rely on mortals to accomplish his goals.

In the Wood of Sharp Teeth near Baldur’s Gate, an Avatar of Malar appeared to Shandunn Longfang, a devout follower and Malarite high priest. The Avatar gave Shandunn three *Spears of the Master Hunter* along with other gifts.

Shandunn delivered one spear to Rayne Sangrey of the Uthgardt Gray Wolf tribe. Rayne led a coup resulting in the splintering of the Gray Wolf tribe. Rayne’s new tribe, called the Black Wolf tribe, has quickly grown in size and strength. The werewolf has a grandiose vision of uniting and leading all of Malar’s Hunts.

In other regions of Faerûn, the two remaining spears were distributed to followers supposedly hand-selected by Malar. In the recent years, unconfirmed sightings of the weapons have been received from several areas.

CHOSEN OF MALAR

The status of “Chosen” is reserved for individuals selected by a deity and imbued with divine power by a deity’s essence.

Unlike many good-aligned deities, Malar doesn’t regularly have a Chosen because the transfer of his essence leaves him in a slightly weaker state.

See [Appendix A: Character Options](#) for Chosen of Malar template.

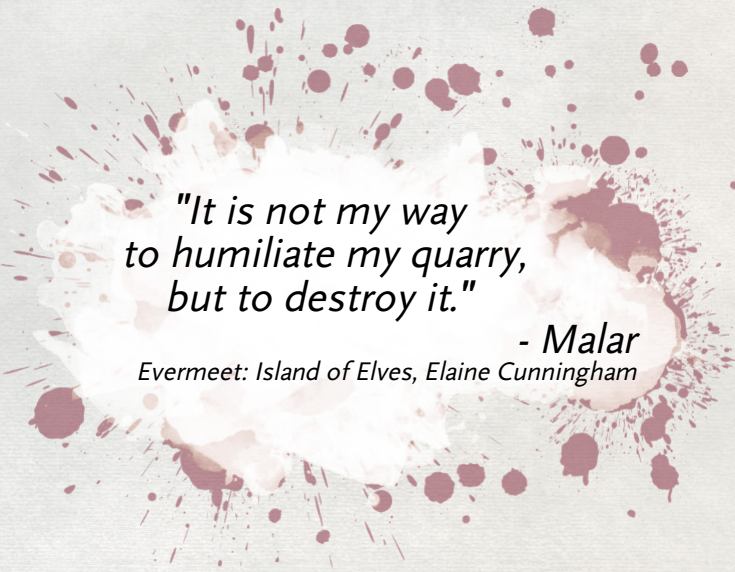
ANTH-MALAR

The barbarian leader of the Furious Hunt, Anth-Malar, was said to have been one of the Beastlord’s most devout worshipers. His Hunt was based near Silverymoon in an expansive cavern called the Twisted Run. Anth-Malar was a furry humanoid beast with hooked claws.

Anth-Malar was selected to prevent and impede the newly formed Luruar Confederation. Anth-Malar and his Hunt carried out several attacks on the cities of the Silver Marches, but was unable to stop the progress of the Luruar Confederation.

As of this document, sages say that Anth-Malar has been the only Chosen of Malar. Additionally, Anth-Malar wore the *Skin of Malar* (see [Appendix B: Equipment and Magic Items](#)), a sacred artifact of Malar.

It is believed that Anth-Malar died in the Year of Lightning Storms (1374 DR). However, there are conflicting reports concerning his death.



*"It is not my way
to humiliate my quarry,
but to destroy it."*

- Malar

Evermeet: Island of Elves, Elaine Cunningham

ALLIES

CULT OF THE MOON

The Cult of the Moon is a common term given to various groups found all across Faerûn with a more active presence in Chult, The Dalelands, and the Silver Marches. The cults worship lycanthropes. They see lycanthropy as a more evolved state and believe the lycanthropes will one day destroy all of the cities, usher in a new age of wilderness, and rule all of Faerûn.

Generally, Malarite lycanthropes use these cultists as servants and as willing instruments of destruction, espionage, and sabotage. Malar has instructed lycanthropes followers to accept their fealty and to use them to extend his will.

ITYAK-ORTHEEL

Commonly called the Elf-Eater, Ityak-Ortheel is a thirty-foot-tall, three-legged, monstrous creature with forty tentacles, each of which is 100 feet long and covered in suction mouths.

The creature has a protective, shell-like covering likened to that of a turtle called a carapace. It can retract its tentacles and legs within the near indestructible carapace. The underside of the carapace, called the plastron, is soft and doesn't provide protection.

The creature was created from the mingling of blood spilled from Gruumsh and Corellon Larethian during an epic fight. The creature quickly retreated and hid deep in the Abyss.

Ityak-Ortheel became Malar's favorite instrument of destruction and terror. Records indicate that Malar transports the creature to the Material Plane at least once every century to rampage through elven communities.

The elves soon built the Fey-Alamtime portal, allowing entire tribes of elves to retreat to the Moonshae Isles when Ityak-Ortheel attacked. In the Year of the Sword (1365 DR), Malar discovered the location of the Fey-Alamtime portal and sent Ityak-Ortheel through the portal to permanently destroy it.

In the Year of the Unstrung Harp (1371 DR), Ityak-Ortheel—with the help of Malar, Lolth, Ghaunadaur, and a sun elf named Kymil Nimesin—lay siege to Evermeet. After a fierce battle, Princess Ilyrana Moonflower banished Ityak-Ortheel to Arvandor. The Elf-Eater hasn't been seen since.

The game statistics for Ityak-Ortheel are provided in [Appendix C: Creatures](#).

KAZGAROTH

The massive, intelligent tyrannosaurus-like creature can shape-change and has often ran wild in the Moonshae Isles. Often, Kazgaroth would shape-change into the humanoid it killed and assume their identity to cause even more chaos. The beast could also choose to inflict lycanthropy with its bite. Additionally, while its body appears in the likeness of a tyrannosaurus, Kazgaroth arms and claws are proportional to its size.

Kazgaroth's greatest threat comes from the *Sword of Cymrych Hugh*, traditionally wielded by the High King of Moonshae Isles.

The game statistics for Kazgaroth are provided in [Appendix C: Creatures](#). The sword properties are provided in [Appendix B: Equipment and Magic Items](#).

KIARANSALEE

The drow lesser deity of vengeance and the undead, Kiaransalee, allies herself with Malar in the hopes of weakening Lolth's control over the drow pantheon.

LOLTH

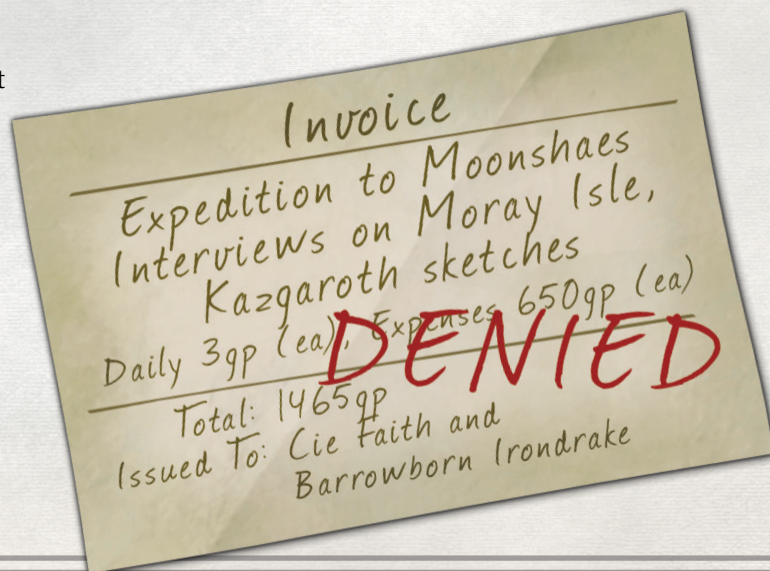
The Queen of Spiders, Lolth, is the chief goddess of the drow. Malar and Lolth have a long-standing alliance against the elven pantheon, The Seldarine.

THRUUN

The ancient god is imprisoned by the Stones of Thruun located on the outskirts of the Icewind Dale village of Dougan's Hole.

Thruun is a shaggy creature as large as a horse, with apelike arms and clawed hands. Its eyeless face resembles a wolf's, with long rows of four or five nostrils on each side of its face. Thruun's bite inflicts a disease, called Malar's Fury, which causes the victim to have maddening visions when they see blood.

The game statistics for Thruun are provided in [Appendix C: Creatures](#). The game mechanics for Malar's Fury disease are provided in [Appendix D: Other Rules](#).



ITYAK-ORTHEEL

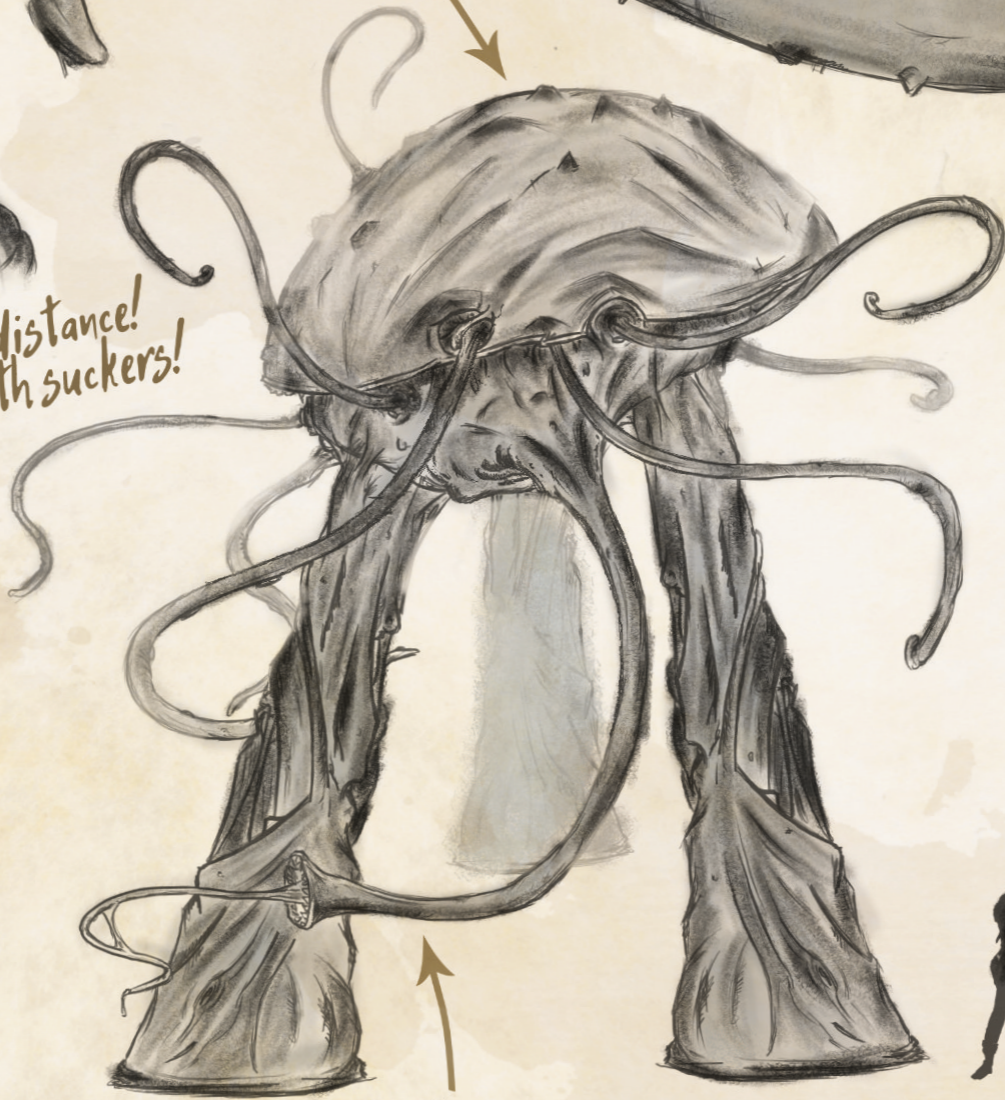
Near Impenetrable!
Don't attack from above!



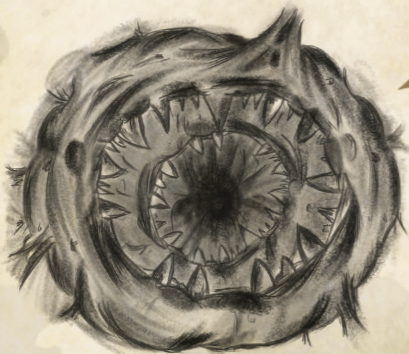
Carapace



Keep your distance!
Tenacles with suckers!



Maw



ENEMIES

Malar has many, many enemies and even more who dislike him. The individuals and organizations listed below have specific grudges and grievances and commonly stand against Malar and his followers.

CHAUNTEA

The goddess of agriculture, Chauntea, is a parallel deity to Silvanus. She opposes Malar and his will at every opportunity. She has a strong presence in the Moonshae Isles and assists fighting against Malarites based on Moray Isle.

EMERALD ENCLAVE

The druids of the Emerald Enclave consider anyone afflicted with the curse of lycanthropy to be a plague that must be removed. They have sought to rid the world of lycanthropes and have fought against the People of the Black Blood numerous times.

Due to the seas retreating after the Spellplague, their home, the island of Illighôn located in the Sea of Fallen Stars, became part of mainland Turmish. As the years progressed and they struggled to combat the spellscarred, their mission to protect nature became perverted and changed to more violent means of ridding the world of unnatural creatures rather than protecting nature.

During the Second Sundering, Stedd Whitehorn, Chosen of Lathander, removed the madness inflicted upon the enclave's leader and brought the druids back to a more level-headed group. They still oppose lycanthropes and consider Malarites to be foes—especially after Malar attempted to use the subjugated Nobanion to kill Stedd Whitehorn.

FANGSHIELDS

While members of the Fangshields usually act alone, they often assemble in small groups to strike against larger groups of evil monsters and organizations. Their members consist of good-aligned sentient monsters and beasts who have dedicated themselves to protecting regions undefended by “civilized” races.

The majority of their focus has been in the Silver Marches, Shining Plains, and Aglarond. They prefer spying and surprise attacks, operating much like the Harpers, and rarely engage in large battles. Malarites and any being under Malar's influence are considered enemies.

FELLOWSHIP OF THE PURPLE STAFF

Founded in the Year of the Banner (1368 DR), this group of priests and their followers came together to fight evil creatures of the Gulthmere Forest and lands north of Turmish. The Fellowship of the Purple Staff call this land the “Holy Realm.”

GWAERON WINDSTROM

Many, many centuries ago, possibly in the Age of Humanity, Gwaeron Windstrom killed an avatar and several manifestations of Malar. After witnessing those events, Mielikki then elevated him to godhood.

In the Year of Shadows (1358 DR), Gwaeron Windstrom, the god of tracking, chased Malar out of the North during the Time of Troubles. Malar had been forced north by Nobanion in Gulthmere Forest. The Beastlord was unable to throw the Master Tracker off his trail, and Gwaeron pursued him throughout the North.

Gwaeron and Malar are longtime foes who have fought each other several times and their followers constantly fight against each other. Most consider Gwaeron to be one of Malar's most hated adversaries.

KNIGHTS IN SILVER

The army of Silvermoon is called the Knights in Silver. They patrol and defend the city and venture into the High Forest to strike at Malarite Hunts. They have a close relationship with the Harpers.

LEGIONS OF LIONS

The order of wemic and werelion paladins of Nobanion is called the Legion of Lions. The order was established in the Year of Shadows (1358 DR) after the events of the Time of Troubles. The legion considers themselves sworn enemies of Malarites.

LURUE

Malar believes that Lurue, the unicorn goddess, is a creature worthy of a great hunt and delights at the thought of stalking and killing her. She is a passionate adversary of Malar and blames Malar for assisting the Red Wizards of Thay in creating black unicorns.

"The Emerald Enclave think that lycanthropes who were turned rather than born are an abomination against nature and should be forced into one nature or the other or killed outright."

*- Rusk, Huntmaster
Black Wolf, Dave Gross*

MIELIKKI

Mielikki, the goddess of forests, has dominion of the forest and creatures that live within it. She and her servants constantly battle Malar and his followers. Many followers of the goddess refer to Malar as “the Great Beast,” “the Beast of Beasts,” or “the Bloodgod.”

NOBANION

When the interloper deity Nobanion arrived on Toril around 1000 DR, he drove the Malarites out of Vilhon Reach. Nobanion is believed to be one of Malar’s most hated adversaries.

In the Year of Shadows (1358 DR), Malar entered Gulthmere Forest with the intention of slaughtering the druids. However, Nobanion fought Malar and forced him to retreat northwest towards the Sword Coast. This battle would later be known as the Roar of Shadows.

Nobanion was afflicted by the blue fires of the Spellplague and trapped in the form of a gigantic lion with a blue fire mane. In this weakened state, Malar was able to enslave the Lion King.

During the Second Sundering in the Year of the Nether Mountain Scrolls (1486 DR), Malar commanded the subjugated Nobanion and a pride of lions to kill the Chosen of Lathander as he ventured through the Gulthmere Forest. Rather than killing the Chosen of Lathander, a young boy named Stedd Whitehorn, the youth freed Nobanion from his enslavement.

SELDARINE

Allied with Lolth, Malar stands with her against the elven gods called the Seldarine who operate under the leadership of Corellon Larethian, the god of elves, magic, poetry, rulership, and warcraft.

All of the Seldarine consider Malar an enemy and work together to oppose him whenever possible. Members with specific grudges are Solonor Thelandira, the elven god of hunting, archery, and woodcraft, and Rillifane Rallathil, the elven god of woodlands and wild places.

SELÛNE

The goddess of the moon, Selûne, has dominion over the moon, which causes Malar much discontent and frustration. Many lycanthropes who consider Malar to be evil worship her.

SILVANUS

The god of wild nature, Silvanus, holds a great hatred for Malar and his followers. Prior to the Spellplague, Silvanus worked against Malar at every opportunity.

After the Spellplague, Malar became a subject of Silvanus’s rule of the Deep Wilds. Since then, Silvanus hasn’t interfered with Malar’s activities.

SUNE

While the goddess of love and beauty, Sune, doesn’t harbor hatred or animosity for long or against many gods or creatures, she dislikes Malar because he and his followers kill beautiful creatures.

TALOS

Centuries ago, Talos, the god of storms, became jealous of Malar’s growing numbers of faithful, so he imprisoned Malar restricting him to his realm. This led to at least two followers attempting to rescue Malar, including Garond The Claw and Guildler Starkad.

If given the opportunity, Malar would kill Talos, as well as several other deities. However, Malar grudgingly works with Talos when needed.

UTHGAR

The Father of the Uthgardt, Uthgar, holds Malar responsible for killing the Blue Bear tribe’s beast totem spirit, absorbing the totem’s essence, and decimating the Blue Bear tribe.



Claws of Malar

CHAPTER 5: EVENTS

Shieldmeet takes place after the Midsummer festival and before Eleasis 1 during leap years. The Feast of the Moon, also called Moonfest, takes place on the night of Uktar 30 and into the morning of Nightal 1.

CALENDAR OF ANNUAL CELEBRATIONS

Event	Malarite Event	Date
Vernal Equinox	High Hunt	19 Ches
Summer Solstice	High Hunt	20 Kythorn
Shieldmeet		*
Autumnal Equinox	High Hunt	21 Eleint
Highharvestide	Feast of Stags	30 Eleint
Reign of Misrule		1 Marpenoth
Feast of the Moon		30 Uktar
Howdown		11-20 Nightal
Winter Solstice	High Hunt	20 Nightal
Night of Misrule		*

ANNUAL CELEBRATIONS

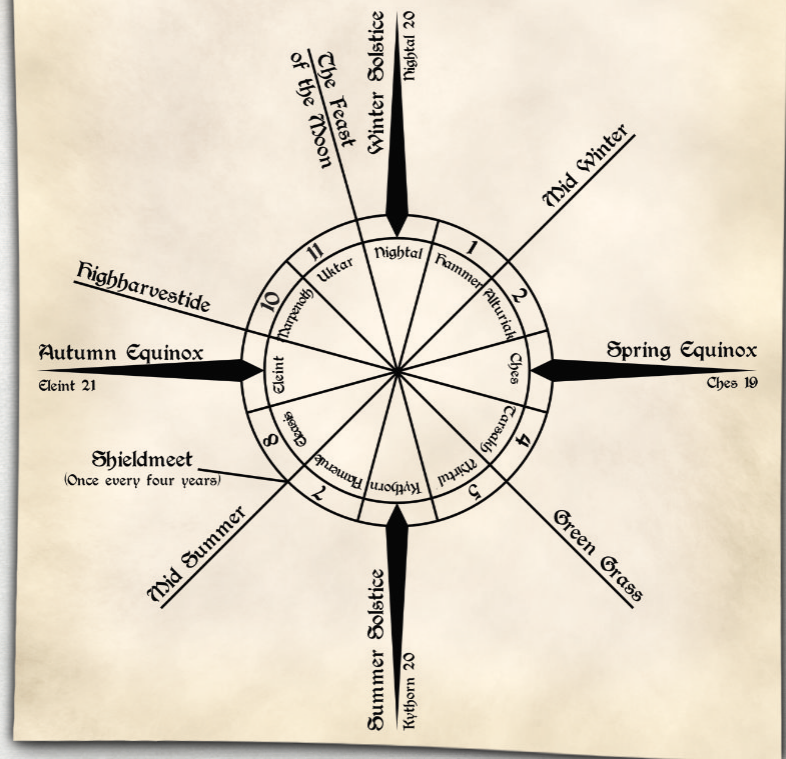
BLOOD MOON

Lunar eclipses are frequent on Toril, and Malarite Hunts celebrate them whenever they occur. Details about Blood Moon rituals are extremely sparse, and documents from Malarite scholars explicitly avoid referencing these events which vary by Hunt.

Research shows that these rituals have gone by numerous names and have worked towards multiple purposes over the centuries. A common thread among many stories suggest that these rituals offer blood sacrifices to Malar in hopes their Hunt leader will be selected as his Chosen or to request the presence of an Avatar of Malar.

FEAST OF THE MOON

During the Feast of the Moon, Malarite clergy honor their fallen hunters with stories of the fallen and the Beastlord. Many stories tell of ancient Hunt members who slaughtered great beasts or foes in Malar's name. Over time, some of these stories grew to exaggerate the Malarite's actions.



HILLS OF THE KINGS CONCLAVE

Twice a year, all of the Dambrath Hunts gather at a secret and sacred site. Each of the Hunts update their totems with exploits since the previous conclave. For centuries, several totem sculptures have been maintained by the Malarites.

During the conclave, priests share knowledge and conduct secret rituals. Unlike with the People of the Black Blood coalition, there is no single leader. Each Hunt maintains their own independence by sending one representative, usually their Huntmaster or High Priest, to the council of the conclave which is held while the Hunts update their totem sculptures.

The council of the conclave creates a vat of unholy water to boil several pounds of dhixin weed in hopes of speaking directly to Malar (see [Appendix D: Drugs and Poisons](#)). They often receive visions and guidance to aid their Hunts until the next conclave.

HOWLDOWN

During the second tenday of Nightal, the Waterdeep City Watch pays respects to and honors Malar in event known as Howldown. During this ten-day-long event, the City Watch leaves the walls of the city to hunt down known threats to farmers and travelers.

Within the walls of the city, the City Watch increases their efforts to bring in lawbreakers and delinquents. The children of Waterdeep spend the event mocking Malar and his followers, dressed up as monsters and pretending to hunt adults.

The origin of the event and its name is unknown, but some believe it may have originated with a Malarite High Hunt with a quarry that only consisted of criminals.

NIGHT OF MISRULE

Some rural towns or frontier settlements have “a night when the old gods walk” called the Night of Misrule. In this archaic event, Malar worshipers sometimes secretly stage High Hunts within the streets or sewers.

At dusk, there are no laws until dawn’s first light. As law-abiding citizens shelter themselves indoors and merchants secure their shops to prevent looting, less-scrupulous citizens wear masks and do as they please.

This is an ancient celebration, perhaps based on Turmish’s Reign of Misrule, so many civilized societies have either banned or forgotten about the holiday. The occurrence of the event varies by community. However, most communities that practice the event hold only one event per year or once per leap year on Shieldmeet day.

REIGN OF MISRULE

In Turmish, the citizens hold an annual Reign of Misrule which happens ten days after Highharvestide and lasts for one day. The Reign of Misrule allows Turmish natives to break the oaths of their guilds and faiths as long as they don’t cause death or destruction. While this festival permits Turmish natives to take part, non-natives of the Vilhon Reach are never excused for their actions during this festival.

During the event, it’s not uncommon to see paladins involved in tavern brawls and monks breaking their vows of silence. Within Turmish, it’s a crime to discuss anyone’s actions which occurred during the festival.

While this event isn’t specifically related to Malar, it is a celebration where Malarites may walk and preach openly in the streets without fear of being killed on-sight.

CONTESTS

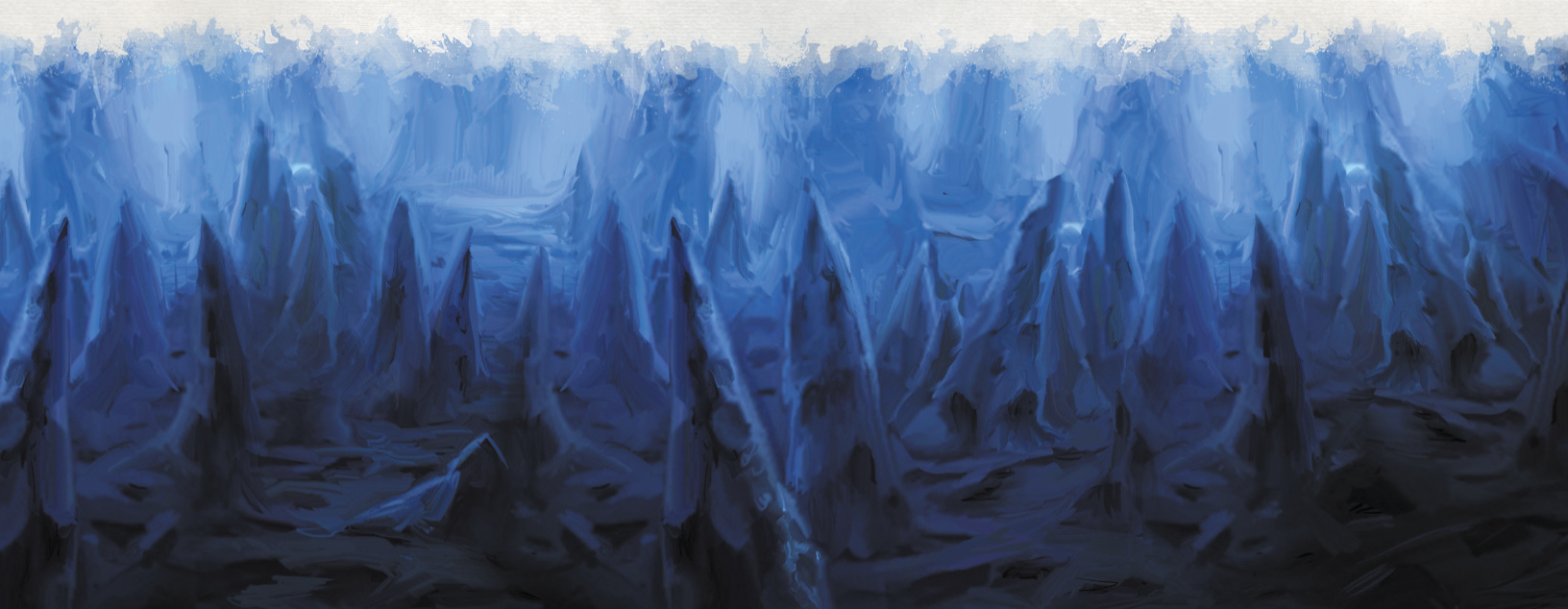
WYLLWOOD’S “THE HUNT”

Within the Deep Hunting Ground of the Wyllowood, Malarite priests took part in monthly hunting competitions to seek Malar’s blessing. The contest’s objective was to collect the most skulls from adventurers who wandered into the Wyllowood.

While there could be only one victor, sometimes priests would band together to take down large or challenging parties and then split the rewards. On the other hand, many priests wouldn’t share information about new adventurers who entered the Wyllowood to prevent fellow priests from claiming those rewards before they took action.

The victor received the Champion of the Hunt Blessing which imbued them with more power for the following month.

The game mechanics for the Champion of the Hunt Blessing is provided in [Appendix A: Character Options](#).



HIGH RITES

FEAST OF THE STAGS

The North

In the northern regions of Faerûn on Highharvestide, Hunts lay claim to a wilderness village located near their hunting grounds as part of the Feast of the Stags.

Malarites begin the event by holding a game hunt. Often, the Malarites will perform this hunt using only their bare hands or with *claws of Malar*. The slain beasts are then offered as gifts to the village. These gifts are usually left on the outskirts of the village in an easily-found location.

If the villagers accept the gifts, it's exempt from the Hunt's rituals, sacrifices, and hunts and is considered under the Hunt's protection from marauding monsters, bandits, and other threats throughout the winter. If the villagers reject the gifts, it is very likely to be attacked by the Malarites.


In most Hunts, acceptance of the claim also means the Hunt is responsible for providing food for the villagers during the unforgiving northern winters. Throughout the cruel and harsh winters, Malarite hunters bring their kills to the villagers as gifts to aid their survival.

This arrangement allows the Hunts and non-Malarites to live in an apparently cooperative and tolerable relationship. In northern Faerûn, some Malarite Hunts are treated less extremely than in other parts of Faerûn thanks to the arrangements during the Feast of the Stags.

Bloodmoon Circle

The Bloodmoon Circle Hunt celebrates the Feast of the Stags by marching through the Hullack Forest holding the heads of humanoids they have slain during the previous tenday. These humanoids paid the price for trespassing into their territory.

As they march, many forest-dwelling creatures pick up the scent of fresh kills and are drawn to the Wyvernstones ring to feed on the corpses. The Malarite clergy cast spells to keep the beasts from attacking each other as they feed.



Claws of Malar

HIGH HUNT

In the Year of the Cold Soul (1281 DR), the first documented reference of a High Hunt was initially called a “Wild Hunt.” Since then, the Wild Hunt name has been replaced with the High Hunt designation. In this first documented High Hunt, the ceremony was held by the Malarites in the streets of Elturel.

Records from Elturel officials state that “the death cult released caged monsters on the night of 21 Uktar and then slaughtered the monsters, commoners, and City Watch throughout the night.” The records don’t indicate how many beasts, commoners, or City Watch died that night. Nor do the records leave any indication of how many Malarites died at the hands of commoners or City Watch. The records continue to state that at sunrise, the City Watch, joined by vigilantes, hunted down and interrogated the worshippers.

As a result of either the interrogations or the morning encounter between the Malarites and others, a secret passage that led to an underground Temple of the Beast was discovered in an under-cellar. Without preserving any records, tomes, or key information, the City Watch destroyed the temple. Any living Malarites were slaughtered by the City Watch and vigilantes.

The official records indicate a single Malarite high priest used “blood magic to sacrifice followers and teleport” out of the city. After further investigation and review of the city documents and written testimonies from the events, it is clear that the high priest carried the holy tome named the *Book of Fangs and Talons*.

For centuries, the Malarites have continued this ceremony in secret. Few survive to speak of the event. The Huntmaster or Huntmistress of each region may have differences in how the event is conducted.

Frequency

High Hunts traditionally occur four times per year, once per season: Feast of the Moon, Midwinter, Greengrass, and Midsummer. However, the People of the Black Blood may conduct High Hunts as frequently as every full moon.

Location

A High Hunt is usually conducted in woodlands. Lacking such a location, extensive cavern complexes are also used. In most Hunts, the event begins after the dusk ceremony and ends at sunrise. In a few Hunts, the event begins at midnight.

The boundary of the event is often magically sealed to prevent escape or guarded by priests of Malar.

While not usually practiced, a few High Hunts have taken place in urban environments such as Waterdeep. If the High Hunt takes place in an urban environment, the ceremony may take place in a hidden Temple of the Beast, in the outskirts of town, or be skipped altogether with just a proclamation that the event has begun before the quarry and assembled Malarites.

Quarry Selection

The event begins with the selection of a sentient humanoid quarry. The (commonly unwilling) quarry is stripped of any magic items and foci. While some Hunts allow the contestant to retain non-magic weapons, armor, and other items, this rule varies in implementation to make the event more sportsmanlike.

Usually, the quarry are people who won’t be missed so that the Hunt doesn’t draw attention to itself. In special circumstances, the selections are more politically motivated by selecting outspoken members of society who promote or aid in the encroachment and expansion into the forest, such as woodcutters, politicians, and business owners.

Many older stories state that criminals would be allowed to volunteer to be the quarry in the hope that they could earn their freedom and to prevent the Hunt from using the village’s citizens as quarry.

Under no circumstances can the quarry be a follower of Malar.

Hunter Participation

The Malarite participants are armed with ceremonial daggers, natural weapons, or *claws of Malar*. They wear traditional attire such as headpieces made from the skulls and heads of beasts they have slain.

All able-bodied Malarites should celebrate at least one High Hunt in each of the four seasons of the year.

Ceremonial Procedures

The ceremonial ritual area is an inwardly-curving ring of blood and severed claws.

In the days leading up to the event, Malarites seek out and capture beasts to be sacrificed immediately before the ceremony. Once slaughtered, their claws are severed and laid upon the ground with the palms facing down and claws pointing away from the altar. The blood of these beasts is collected into a large boiling vat near the altar.

If a Hunt has the *Book of Fangs and Talons*, they may attempt to summon Malar by bathing it in the smoke of the vat of boiling blood. The greater the life-forces sacrificed and contained within the blood vat, the greater the chance of a manifestation of Malar appearing before his faithful.

The quarry is restrained during the ceremony so they can't interrupt the ritual. While they may be unconscious and kept alongside the sacrificial beasts before the ceremony, the Malarites ensure the quarry is fully awake, well fed, and at full health when the event begins.

The event begins when the Hunt leader proclaims:

"I name thee, [Quarry's Name(s)], the intended prey of the Beastlord. By fang and claw, I proclaim this High Hunt begun."

To the quarry, the Malarites read the "rules" of the event as follows.

"On this most holy of nights, under the full moon, and with the blessing of the great and magnificent Beastlord, we shall hunt and not leave the hunting grounds until sunrise."

Regardless of how the ceremony begins or ends, the hunters must be in sight of the quarry when the proclamation is made. The quarry may be transported into the forest or be given a head start before the hunters begin their chase.

Victory Conditions

The hunters have from the proclamation (which ends the ceremony) to the next sunrise to find and kill the quarry.

If the quarry escapes the hunting grounds or survives until sunrise, they have earned their freedom, the title of "Unblooded," and shall never again be hunted. In some Hunts, a surviving quarry earns the right to ask anything of the Hunt leader excluding anything related to the deaths of Malarites.

If the quarry is slain, their body is burned to ashes and offered as a meal to Malar.

rites of Passage

BLOODMOON CIRCLE INITIATION

The Bloodmoon Circle at the Wyvernstones of Hullack limit membership to lycanthropes and has an initiation that must be performed before being accepted. First, the initiate must hunt in beast form with the other members of the Bloodmoon Circle. Within the span of two full moons, the initiate must stalk and kill three humanoids by themselves with members accompanying them to verify the kills.

Once the applicant has completed the hunting aspect of the initiation, they must perform the Blood Oath Ritual at midnight of a full moon. To begin the ritual, the initiate walks into the center of the Wyvernstones and stands in the small, shallow pool of clear water. Next, the initiate cuts themselves and bleeds into the water. As the initiate bleeds, other members of the Hunt stand outside of the stone circle and watch until the initiate asks to be sponsored by Hunt members.

A minimum of three Hunt members must enter the circle, stand alongside the initiate in the pool, allow the initiate to cut them, and spill their blood into the water to mix with the initiate's blood. By sharing their blood with the initiate, the sponsors have accepted the responsibility to train the initiate. If less than three members enter the circle, the initiate and any sponsors are then slaughtered by the remaining members.

Lastly, the final part of the ritual is taking an oath to the Bloodmoon Circle and to Malar. After the oath is taken, they are acknowledged as a Hunt member. The ritual ends with the Hunt bellowing the Chant of the Bloodmoon.



FIRST MOON HUNT

The First Moon Hunt celebrates a lycanthepe's first full moon, in which they can hunt in their animal or hybrid form after embracing the lycanthepe curse.

Malarites take this rite of passage very seriously. In many Hunts, the heart of the killed prey is removed. In some Hunts, the heart is eaten by the new lycanthepe. Other Hunts boil the heart along with the rest of the prey's blood to make a ceremonial blood-wine in honor of the hunter.

In some Hunts, this hunt also teaches the Beast Blood Bond (see [Appendix A: Character Options](#)) technique where the hunter empathizes with, takes a vow to not harm, and learns how to communicate with that species.

LAST MOON HUNT

When a lycanthepe has become too old to hunt, they take their Last Moon Hunt to seek Malar's blessing. The hunter must stalk and kill the most dangerous prey they can find.

Usually, this is the hunter's last hunt, as they seek out a prey above their abilities in hope of one final brutal, bloody slaying or a brutal, bloody death. Either result ends in glory.

HISTORICAL EVENTS

FURIOUS HUNT

In the Year of Lightning Storms (1374 DR), Anth-Malar, Chosen of Malar, led an all-out assault against the civilizations of the Silver Marches. Using a concoction made from the rare blacktooth fungus (see [Appendix D: Drugs and Poisons](#)) to quicken the onset of lycanthepe, Anth-Malar planned to attack a large city and create hundreds of lycanthepes within a few hours.

The victims of the first blacktooth-enhanced assault was the dwarven outpost of Deg Shanat. The inhabitants of the outpost were quickly transformed into lycanthepes and joined Anth-Malar's army. Just days after it began, the Furious Hunt ended with the death of Anth-Malar within the Twisted Run caverns at the hands of mercenaries hired by Silverymoon.

GREAT HUNT, THE

In the Year of Slaughter (1090 DR), Belegoss Wolfwynd issued an edict to all the Hunts in the civilized lands: "Hunt the rich and powerful, the rulers, and the wise counselors." His edict was meant to usher in the return of civilization to an earlier stage, where Malarites could hunt at will and bring glory to Malar.

The Great Hunt began in the cities on the southern coast of the Dragonmere. This event had a profound impact by permanently upsetting the balance of power within the cities of the southern Dragon Reach.

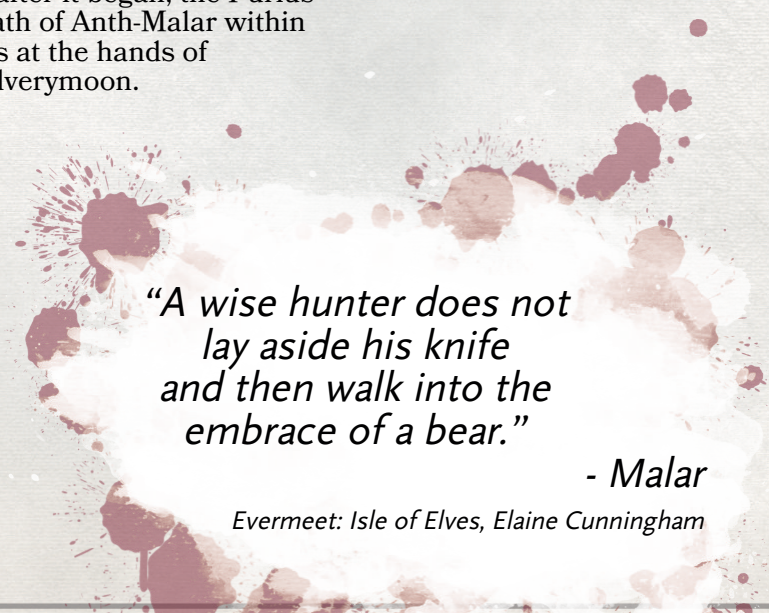
Returning to Waterdeep from Neverwinter, Lunaven Moonstar, a cleric of Selûne, was killed during the Great Hunt. The Malarites destroyed Lunaven's tower and desecrated the city's chapel of Selûne. Twenty days later, over 100 lycanthepe followers of Selûne fought the Malarites. The Waterdeep festival parade known as "Selûne's Hallowing," which goes from the House of the Moon to the harbor, originally served to reenact the battle which they called the "hunt of the hunters."

Elminster led the Harpers against the Malarites and instructed them to slaughter every follower of Malar involved in The Great Hunt. Two years later, Belegoss was killed by the Harpers and The Great Hunt came to an end.

ROAR OF SHADOWS

In the Year of Shadows (1358 DR), Malar entered Gulthmere Forest with the intention of slaughtering the druids of the Emerald Enclave. However, Nobanion, known as the King of Beasts and Lion King, fought him and forced him to retreat north-west towards Sword Coast, where Malar was in turn pursued by Gwaeron Windstrom.

Some scholars believe that Nobanion was aided in his battle against Malar by high ranking members of the Emerald Enclave.



*"A wise hunter does not
lay aside his knife
and then walk into the
embrace of a bear."*

- Malar

Evermeet: Isle of Elves, Elaine Cunningham

CHAPTER 6: ROLEPLAYING A MALARITE

This section provides suggestions for roleplaying a Malarite as a Player Character (PC) or Nonplayer Character (NPC) based on their religious practices, dogma, and creed.

Remember that being evil aligned is not the same as being a villain. Also, playing an evil character doesn't mean you'll be kicking puppies. In fact, a Malarite would likely save the puppies and train them to hunt.

Your motivations and actions should align with the following principles:

Hunt Often, in Honor of the Beastlord

Hunting is how you worship and honor Malar. You should hunt as often as possible. When in an adventuring party, you may often be the hunter for the group so everyone can enjoy fresh meat during their travels.

Slaughter Your Quarry Bloodily

Each kill should be bloody. You should prefer using piercing and slashing weapons instead of blunt weapons. After killing your quarry, you may open arteries so it bleeds out even if it was already dead.

Slay No Young, No Gestating Creature, and No Deepspawn

You don't kill the young, pregnant, or deepspawn creatures. To do so, would lessen the quarry for future hunts. This applies to beasts, creatures, and humanoids.

Ignore Laws, Battle Law Keepers

Your alignment shouldn't be good or lawful. Your laws are given by Malar and your Huntmaster.

The Law of the Wild Prevails

You firmly believe that the "strong do as they please, and the weak flee, obey, or die." You are proud and believe that you are the "strong" and can do as you please.

Stand Against Woodcutters, Land Clearers

Your greatest fear is being unable to hunt. As hunting is how you worship Malar, having less hunting grounds means less worship and weakening of Malar's influence and power. You strongly oppose any expansion of civilization and especially woodcutters.

In addition to woodcutters, you are commanded to stand against anyone "who kills beasts solely because they are dangerous." While you hunt and kill dangerous beasts, you do so because it is a challenge not to exterminate an entire species and lessen the quarry for future hunts.

Feed the Hungry from Your Bounty

In the cold regions, your actions in providing fresh game kills to remote villages during the harsh winters will fulfill this command.

You are also called to 'feed the hungry' in urban areas, such as Waterdeep or Suzail. Since you enjoy hunting, you do not mind sharing your bounty with others because that allows you to hunt more often and constantly have fresh meat.

Obey No Priest of Another God

While this command doesn't tell you to not follow any other deities, it is rare to find a Malarite who honors anyone other than Malar. If you must interact with followers of faiths who oppose Malar, you are annoyed, upset, or frustrated.

Taste the Blood of Those You Kill

You might drink blood or lick your knife clean of blood from slaughtered game. Additionally, you may completely drain the blood from your kills, mix it with wine, and then celebrate by consuming the blood-wine.

Never Slay from a Distance

You never use ranged attacks or poisons. You are commanded that quarries should "know its slayer."

Know Cunning

You should have sufficient proficiency in the Charisma (Deception) skill. You will need to work with individuals who do not follow the same uncompromising beliefs. Sometimes this means convincing them that your way is their way.

Know the Ways of the Wild

You should have sufficient proficiency in the Wisdom (Survival) skill.

The Hunt Must be Clean

You should have sufficient proficiency in Intelligence (Medicine) skill. You should ensure creatures within your territory are clean of any disease or affliction. If you discover a diseased beast, you must exterminate the disease so that no future creature becomes infected.

This commandment sometimes leads to grudgingly accepting and working with good or neutral aligned druids and rangers who also want to remove a disease from the woodlands.

24 Tarsakh, Year of the Firedrake

Dearest Serlha,

I bring good news from Vehlarr. The city continues to grow and, one day, I believe it will be as large and powerful as any other city in the west. To date, we've constructed two large temples: The Temple of Night Skies and The Temple of the Beast. Many other shrines have been built, including one for Selûne. Historians will remember these days as the beginning of our freedom from oppression and murder.

I cannot explain how great being here feels. Living among our own provides an experience that I've never felt before. We no longer need to hide from those who would kill us because we're different or because of how we were born! We can finally be true to our selves.

While there are problems, the sorcerer Vehlarr has created laws to keep factions in peace. Since Sehanine Moonbow continues to bless our city with an illusion spell to protect us, her followers serve as guards and judges. For the Malarites, they have dominion over hunting and are obligated to provide all of our food, in which they take great joy. Nonetheless, there are conflicts and problems within the city. However, everyone knows that Vehlarr is favored by Sehanine and Malar, so all believe that this experiment of the gods will help usher in a new age were we are treated as equals rather than beasts!

Nobody understands why, but nearly a hundred citizens have been magically lured to Myth Lharast. Vehlarr, with the aid of Sehanine Moonbow, is creating a portal so we can travel there and put an end to this devious spell. I have volunteered for the Myth Lharast expedition, so I hope to find you here when we return.

I hope this letter finds you well. Please reconsider joining the rest of your family in Vehlarr. There is much freedom and joy to be found living apart from those who hunt and murder our kind.

Yours Always With Love,
Raguwal

APPENDIX A: CHARACTER OPTIONS

BACKGROUNDS

DISCIPLE OF MALAR

You learned the ways of Malar from your Hunt. As a Malarite, you participated in sacrifices and High Hunts to honor Malar that claimed dozens of lives every year.

You may have been kidnapped as a child and raised within the Hunt or learned the ways as a natural or cursed lycanthrope.

You might have grown up in one of the Uthgardt barbarian tribes scattered across the North or in other parts of Faerûn such as the High Forest or Chult where Malar Hunts are more common.

Alternately, you could have grown up in a remote village where a Hunt provided food for your family over a long, brutally cold winter, thereby giving you a reason to join the ranks of Malar worshippers.

d8 Personality Trait

- 1 I feel far more comfortable around animals than people.
- 2 I was, in fact, raised by wolves.
- 3 I see omens in every event and action. Malar speaks to me, I just need to listen.
- 4 I quote (or misquote) sacred texts and proverbs in almost every situation.
- 5 I am intolerant of other faiths and condemn the worship of other gods.
- 6 I only eat meat of creatures that I have hunted and killed.
- 7 I keep one trophy from my most challenging kill. When I defeat a stronger creature, I replace my trophy with something taken from the newly slain creature.
- 8 After I kill a creature, I open its veins so that it bleeds out and then lick my hunting knife clean of the blood.

d6 Ideal

- 1 Might. The strongest are meant to rule. (Evil)
- 2 Nature. The natural world is more important than all the constructs of civilization. (Neutral)
- 3 Glory. I must earn glory in battle, for Malar, my Hunt, and myself. (Any)
- 4 Tradition. The ancient traditions of blood sacrifice must be preserved and upheld. (Evil)
- 5 Aspiration. I seek to prove myself worthy of Malar's favor by matching my actions against his teachings. (Any)
- 6 Mastery. I'm a hunter, and others are my prey. (Evil)

You may have been freed from the cult, seeking a new life far away from it, or given a sacred or secret mission by Malar or your Hunt leader.

Skill Proficiencies: Survival, plus your choice of one from among: Deception, Nature, Religion.

Tool Proficiencies: Hunting Horn, plus your choice of one from among: Herbalism Kit, Leatherworker's Tools.

Languages: Common

Equipment: A set of traveler's clothes, a holy symbol, a Book of the Initiate, a set of *claws of Malar* (non-magic), and a pouch with 5 gp.

Feature: Wild Hunter

When you are in the wilderness, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Characteristics:

You hold to the traditions of your people. You never attack using ranged weapons. You oppose any civilization's expansion into wilderness.

d6 Bond

- 1 I will bring terrible wrath down on those who encroach into wilderness.
- 2 I would die to recover an ancient relic of Malar that was lost long ago.
- 3 I seek to preserve a sacred text that my enemies consider heretical and seek to destroy.
- 4 I would still lay down my life for my Hunt and pack members.
- 5 I will do anything to prove myself superior to others.
- 6 I will become the greatest hunter that ever lived.

d6 Flaw

- 1 Violence is my answer to almost any challenge.
- 2 Don't expect me to save those who can't save themselves. It is nature's way that the strong thrive and the weak perish.
- 3 I am inflexible in my thinking.
- 4 I have little respect for anyone who is not a proven warrior.
- 5 I secretly believe that everyone is beneath me.
- 6 I have no respect for anyone who has never hunted and killed a beast.

LYCAN HUNTER

You hunted lycanthropes to either remove their curse or stop the spread of their curse by their death. You studied the use of weapons effective against lycanthropes and learned basic survival techniques including tracking.

In your quest to rid the world of lycanthropes, you routinely interacted with government officials, nobles, criminal subculture, commoners, and other lycan hunters.

You might have suffered a great loss at the hands of lycanthropes. Alternatively, your knowledge of lycanthropy could have been passed down from your parents or an elder in hopes of passing the tradition to a new generation of hunters.

As a member of an adventuring party, you might find it more difficult to pursue your personal agenda to cure the world of this curse, since your goals may not align with the group's objectives. On the other hand, you can take down much more formidable targets with the help of your companions.

d8 Personality Trait

- 1 I'm haunted by childhood memories of lycanthropes murdering someone. I can't get the images of violence out of my mind.
- 2 I can stare down a hell hound without flinching.
- 3 I always have a plan for what to do when things go wrong.
- 4 I am incredibly slow to trust. Those who seem the fairest often have the most to hide.
- 5 I don't pay attention to the risks in a situation. Never tell me the odds.
- 6 Thinking is for other people. I prefer action.
- 7 If you do me an injury, I will crush you, ruin your name, and salt your fields.
- 8 I face problems head-on. A simple, direct solution is the best path to success.

d6 Ideal

- 1 Greater Good. Our lot is to lay down our lives in defense of others. (Good)
- 2 Responsibility. I do what I must and obey just authority. (Lawful)
- 3 Noble Obligation. It is my duty to protect and care for the people from evil lycanthropes. (Good)
- 4 Sincerity. There's no good in pretending to be something I'm not. (Neutral)
- 5 People. I'm loyal to my friends, not to any ideals, and everyone else can take a trip down the Styx for all I care. (Neutral)
- 6 Might. If I become strong, I can kill all of the lycanthropes. (Evil)

Skill Proficiencies: Investigation, plus your choice of one from among: Athletics, Medicine, Perception, Survival.

Tool Proficiencies: Herbalism Kit

Languages: One of your choice

Equipment: A set of traveler's clothes, 3 (fresh) sprigs of wolfsbane, 2 animal calls (your choice), book of lycanthrope lore, and pouch with 10 gp.

Feature: The Educated Hunter

You ingest lycanthrope-related herbs through seasoning of food and herbal teas so often you have become immune to effects inflicted by ingestion of lycanthrope related herbs.

Characteristics:

Lycan hunters might seem like obsessive hunters on the surface, and many of them delight in the killing of lycanthropes. But some have an abundance of endearing, if not redeeming, characteristics. They rarely show any respect for law or authority when pursuing their prey. Often, they regard their prey similarly to how commoners regard vermin.

d6 Bond

- 1 I fight for those who cannot fight for themselves.
- 2 I will become the greatest lycan hunter that ever lived.
- 3 I suffer awful visions of a coming disaster and will do anything to prevent it.
- 4 Someone saved my life in a fight with a lycanthrope. To this day, I will never leave a friend behind.
- 5 My honor is my life.
- 6 I've been searching my whole life for the answer to a certain question.

d6 Flaw

- 1 I made a terrible mistake that cost many lives—and I would do anything to keep that mistake secret.
- 2 My hatred of lycanthropes is blind and unreasoning.
- 3 Violence is my answer to almost any challenge.
- 4 In fact, the world does revolve around me.
- 5 I'm convinced of the significance of my destiny, and blind to my shortcomings and the risk of failure.
- 6 When faced with a choice between killing a lycanthrope and my friends, I usually choose killing.

CLERIC DIVINE DOMAINS

BESTIAL DOMAIN

While druids revere nature as a whole and also serve Malar, clerics are more common and take a more active role in advancing Malar's interests.

Clerics of Malar have access to the Bestial Divine Domain. If you gain access to a spell that doesn't appear on the cleric spell list, the spell is nonetheless a cleric spell for you.

BESTIAL DOMAIN SPELLS

Cleric

Level Spells

1st	<i>beast claw, blood lust</i>
3rd	<i>chant of fangs, spectral peryton</i>
5th	<i>shield of Malar, spectral mantichore</i>
7th	<i>dominate beast, savage wound</i>
9th	<i>conjure greater animal, call of the pack</i>

Acolyte of Savagery

At 1st level, you learn the *primal savagery* or *bleeding wound* cantrip, which don't count against the number of cleric cantrips you know. In addition you gain proficiency in one of the following skills of your choice: Animal Handling, Nature, or Survival.

Bonus Proficiency

When you choose this domain at 1st level, you gain proficiency with *claws of Malar* and lose proficiency with ranged weapons.

Divine Beast Blood Bond

You select a single species of beast to empathize with. The species requirements are the same as the Beast Blood Bond feat.

This species is charmed by the *animal friendship* spell with permanent duration. If you or an ally harms a beast covered by your bond, you lose all benefits of this feature for 30 days.

As an action, you can use your bond to cast the *beast bond* spell with a duration of 1 hour without expending a spell slot and without material components, targeting a single creature of your bonded beast species. If you are a member of a pack (see *call of the wild* spell), this beast is considered a pack member for pack-related benefits. Once you use this ability, you can't use it again until you finish a long rest.

At 7th level, your *beast bond* spell allows targeting two beasts with a duration of 30 minutes. At 11th level, the spell allows three beasts with a duration of 15 minutes.

Channel Divinity: Charm Animals and Plants

Starting at 2nd level, you can use your Channel Divinity to charm animals and plants.

As an action, you present your holy symbol and invoke the name of Malar. Each beast or plant creature that can see you within 30 feet of you must make a Wisdom saving throw against your cleric spell save DC. If the creature fails its saving throw, it is charmed by you for 1 minute or until it takes damage. While it is charmed by you, it is friendly to you and other creatures you designate.

Sermon of Blood Rage

Beginning at 6th level, as an action and only after an ally has been wounded, you can lead your followers into a collective blood rage.

Choose any number of creatures within 30 feet of you. Until the end of your next turn, each target has advantage on melee weapon attack rolls, but all attack rolls against them also have advantage.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with the force of Malar.

Once on each of your turns when you hit a creature with a slashing or piercing weapon attack, you can cause the attack to deal an extra 1d8 force damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Channel Divinity: Bestial Fury

Starting at 13th level, you can use your Channel Divinity to strike with supernatural strength.

When you make a damage roll, you can use your Channel Divinity to deal an extra 3d8 force damage. You can make this choice after you see the whether the attack roll hits or misses, but before you roll for damage.

Skin of Protection

At 17th level, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagic weapons.

DRUID CIRCLES

Malar is a member of the collection of nature deities known as the First Circle, the first among the druids, alongside Silvanus, Mielikki, Eldath, Chauntea, Talos, Auril, and Umberlee. Most druids consider any deity of the First Circle worthy of veneration.

CIRCLE OF THE BLOOD MOON

Druids of the Circle of the Blood Moon are savage guardians of the wilds who worship Malar. Unlike Malar clergy, druids are usually guardians of a specific location, such as a forest, and usually don't leave their location.

Much like with the Druid Circle of the Moon, these druids are as changeable as the moon. A druid of this circle might prowl as a great cat one night, soar over the treetops as an eagle the next, and on another crash through the undergrowth in bear form to drive off a forest interloper or woodcutter. The savage wild is in the druid's blood.

Circle Spells

At 1st, 3rd, 5th, 7th, and 9th level you gain access to circle spells connected to your worship of Malar.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

CIRCLE OF THE BLOOD MOON SPELLS

Druid

Level	Spells
-------	--------

1st	<i>beast claw, law of the wild</i>
3rd	<i>beast sense, spectral peryton</i>
5th	<i>conjure animals, spectral stag</i>
7th	<i>guardian of nature (primal beast only), savage wound</i>
9th	<i>conjure greater animal, insect plague</i>

Bonus Cantrips

At 1st level, you learn the *primal savagery* and *bleeding wound* cantrips, which don't count against the number of druid cantrips you know.

Circle Forms

The rites of your circle grant you the ability to transform into more dangerous animal forms. Starting at 2nd level, you can use your Wild Shape to transform into a beast with a challenge rating as high as 1 (you ignore the Max. CR column of the Beast Shapes table, but must abide by the other limitations there).

Starting at 6th level, you can transform into a beast with a challenge rating as high as your druid level divided by 3, rounded down.

Savage Beast

Starting at 6th level, your attacks in beast form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

While in beast form, you can make two attacks with natural weapons when you use the Attack action.

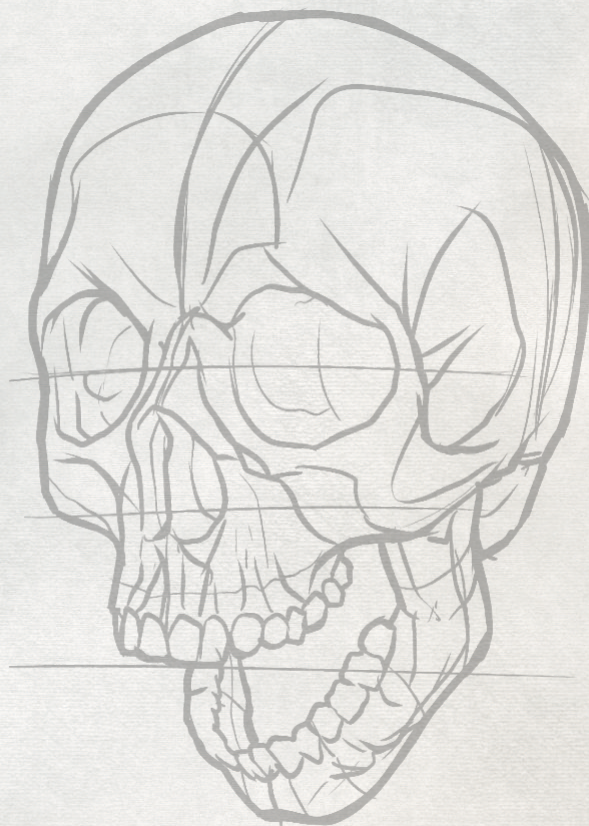
No Fear

When you reach 10th level, you can't be charmed or frightened by beasts, monstrosities, or fiends, and you are immune to poison and disease.

Apex Predator

When you reach 14th level, creatures of the natural world sense your primal dominance and become hesitant to attack you. When a creature of the same size or smaller attacks you, that creature must succeed on a Wisdom saving throw against your druid spell save DC. On a failed saving throw, the creature must choose a different target, or the attack automatically misses. On a successful saving throw, the creature is immune to this effect for 24 hours.

The creature is aware of this effect before it makes its attack against you.



FEATS

BEAST BLOOD BOND

Prerequisite: Proficiency in the Animal Handling skill

You select a single species of beast to empathize with. The list of beasts can include any creature related to lycanthropy and natural predator of beast type native to the grounds of your First Hunt. The beast's Intelligence must be 3 or lower.

This species is charmed by the *animal friendship* spell with permanent duration. If you or an ally harms a beast covered by your bond, you lose all benefits of Beast Blood Bond for 30 days.

As an action, you can use your bond to cast the *beast bond* spell with a duration of 30 minutes without expending a spell slot and without material components, targeting only a single creature of your bonded beast species. Once you use this ability, you can't use it again until you finish a long rest.

Pack Member. If you are a member of a pack (see *call of the wild* spell), this beast is considered a pack member for pack related benefits.

BLOOD RAGE

After being wounded, you become reckless and go into a mindless and savage frenzy of blood lust. Your aggressive attacks often overcome your foe's defenses, but it also leaves you open for counter attacks.

When you make your first attack on your turn, you can enter a blood rage. Doing so gives you advantage on melee weapon attack rolls using Strength for 1 minute, but all attack rolls against you also have advantage until your blood rage ends.

Your blood rage can only be initiated after you're reduced below half your hit points. It ends early if you are knocked unconscious or the target of a healing spell. Once you use this ability, you can't use it again until you finish a short rest.

HOWL OF THE BLOOD MOON

Prerequisite: Lycanthrope

As an action, you release a bloodcurdling howl (or roar). Each creature within 30 feet, who can hear you, must succeed on a Wisdom saving throw or drop whatever it is holding and become frightened until the end of your next turn. Charisma is used as your spellcasting ability. When howling under a full moon, you gain a +1 bonus to the spell save DC.

While frightened by this spell, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make another Wisdom saving throw. On a successful saving throw, the effect ends for that creature.

HUNTER OF MALAR

You are a deadly hunter trained to track and kill beasts by your Hunt, gaining the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Survival skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You learn the *primal savagery* and *hunter's mark* spells. You can cast *hunter's mark* once without expending a spell slot and without material components, and you regain the ability to do so when you finish a long rest.
- You are proficient with *claws of Malar*.

LYCAN HUNTER

You have practiced techniques useful in combat against lycanthropes, learning the *true strike*, *detect lycanthrope*, and *hunter's mark* spells.

You can cast *detect lycanthrope*, *hunter's mark*, and *true strike* spells each once without expending spell slots and without material components, and you regain the ability to do so when you finish a long rest.

The *true strike* and *hunter's mark* spells are limited to being used against lycanthrope adversaries.

LYCAN SCHOLAR

You have studied lycanthropes and learned behaviors specific to them and techniques useful in healing those afflicted by lycanthrope diseases, gaining the following benefits:

- You have advantage when making Intelligence (Investigation) and Intelligence (History) checks related to lycanthropes. Additionally, you have advantage on Intelligence checks to recall information about lycanthropes.
- You have advantage and grant advantage to others when you make Wisdom (Medicine) checks using an Herbalism Kit related to curing and preventing the lycanthropy affliction, the onset of the curse, and diseases related to lycanthropy.
- You have advantage making Wisdom (Survival) skill checks related to foraging for herbs related to lycanthropy.

LYCAN TRACKER

You have specialized training that allows is useful in tracking lycanthropes, gaining the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You have advantage making Wisdom (Survival) roll to track lycanthropes.

PACK CHAMPION

Prerequisite: Pack Hunter feat

You are the pack's greatest fighter, gaining the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- When you hit with a melee weapon attack, you can roll one of the weapon's damage dice an additional time and add it as extra damage of the weapon's damage type. Once you use this ability, you can't use it again until you finish a short rest.

Pack Member. If you are a member of a pack (see *call of the pack* spell) and miss with an attack roll, you can gain an immediate bonus to the missed attack roll equal to the number of pack members you can see within 30 feet of you (maximum bonus of 5) to redetermine the attack's success. Once you use this ability, you can't use it again until you finish a long rest.

PACK GUARDIAN

Prerequisite: Pack Hunter feat

You are the protector and healer of the pack, gaining the following benefits:

- Increase your Wisdom or Charisma score by 1, to a maximum of 20.
- When you cast a spell that restore hit points, you may reroll any roll of 1 on the dice, but you must use the new roll, even if it is another 1.

Pack Member. If you and your ally are members of the same pack (see *call of the pack* spell), you can reroll any roll made to calculate hit points restored, but you must use the new rolls, even if it results in fewer hit points restored. Once you use this ability, you can't use it again until you finish a long rest (you continue to benefit from the feat's non-pack ability).

PACK HUNTER

Prerequisite: Lycanthrope, Shifter, or any race with Pack Tactics trait

You have trained to fight as part of a team using allies to your advantage. Once per turn, you have advantage on melee weapon attack rolls against a creature if at least one of your allies is within 5 feet of it and the ally isn't incapacitated. Once per short rest, you deal an extra 1d6 damage.

If you are the only party member that meets the prerequisite for the Pack Hunter feat and none of your allies are members of a pack, then you do not receive the above benefits, instead you gain the benefits of the Lone Wolf.

Pack Member. If you and your ally are members of the same pack (see *call of the pack* spell), you can reroll both the weapon and bonus damage dice and use either total. Once you use this ability, you can't use it again until you finish a short rest.

Lone Wolf. Once per turn, you have advantage on melee weapon attack rolls against a creature if none of your allies is within 10 feet of the creature. If the creature is not in the line of sight of any non-incapacitated ally, you deal an extra 1d6 damage once per short rest.

PACK LEADER

Prerequisite: Pack Hunter feat, Lycanthrope, or Shifter

You inspire your fellow pack members, shoring up their resolve and urging them forward on the battle field, gaining the following benefits:

You can cast *compelled duel* and *heroism* spells each once without expending spell slots and without material components, and you regain the ability to do so when you finish a long rest. Charisma is used as your spellcasting ability.

Pack Member. If you are a member of a pack and successfully compelled an opponent, a pack member with the Pack Champion feat may also select an opponent and cast *compelled duel* spell on their next turn as an action. Their compelled duel spell attack roll is made using your spellcasting ability.

Pack Member. If you are a member of a pack, *heroism* affects all pack members within 30 feet of you.

PRIEST OF MALAR

You have perform blood sacrifices and lead Malarites in prayers, gaining the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You are proficient with *claws of Malar*.
- You learn the *primal savagery* and *bleeding wound* cantrips, which don't count against the number of cantrips you know.
- You have advantage when making Religion and History skill checks related to Malar.
- You can create Unholy Water (see Blessings section).

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.

BLEEDING WOUND

Enchantment cantrip

Casting Time: 1 Action

Range: 5 feet

Components: V, S

Duration: Instantaneous

As part of casting this spell, you make a slashing or piercing melee weapon attack against a creature. On a hit, the target suffers the attack's normal effects and an additional 1d4 necrotic damage.

The target must succeed on a Constitution saving throw. On failure, the creature has disadvantage on the next weapon attack roll it makes before the end of its next turn.

This spell's damage increases when you reach higher levels. At 5th level, the necrotic damage increases by 1d4 (2d4 total), by 1d4 at 11th level (3d4 total), and another at 17th level (4d4 total).

BLOOD LUST

1st-level enchantment

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

This spell gives you or a creature you touch an advantage on melee weapon attack rolls, but all attack rolls against the creature also have advantage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

CALL OF THE PACK

5th-level enchantment (ritual)

Casting Time: 1 Minute

Range: 30 feet

Components: V, S, M (bone of a creature with Pack Tactics trait)

Duration: 1 Hour

You select up to 3 friendly creatures to form a pack. Pack members can't be a member of another pack. During the casting of the spell, each pack member must be within 30 ft of you.

Each pack member has advantage on melee weapon attack rolls against creatures if at least one of the pack members is within 5 feet of the creature and the pack member isn't incapacitated.

Ritual. When performed as a ritual, you may select 4 friendly creatures.

Ritual Blood Sacrifice. When performed as a ritual with a blood sacrifice, the spell's duration increases to 8 hours and the pack size is determined by 2 + Challenge Rating (rounded down) of the sacrificial offering. The maximum pack size is equal to 3 + your Charisma modifier (maximum of 8).

CHANT OF FANGS

2nd-level evocation

Casting Time: 1 Bonus Action

Range: 60 feet

Components: V, S

Duration: 1 Minute

You chant loudly and create a set of floating fangs fixed within an invisible jaw. The fangs last for the duration or until you cast this spell again.

When you cast *chant of fangs*, you can make a melee spell attack against a creature within 5 feet of the fangs. On a hit, the target takes force damage equal to 1d8 + your spellcasting ability modifier.

As a bonus action on your turn, you can move the fangs up to 20 feet and repeat the attack against a creature within 5 feet of it.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for every two slot levels above 2nd.

CONJURE GREATER ANIMAL

5th-level conjuration

Casting Time: 1 Action

Range: 60 feet

Components: V, S

Duration: 1 Hour

You summon fey spirits that take the form of beasts and appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- One beast of Challenge Rating 5 or lower
- Two beasts Challenge Rating 2 or lower
- Five beasts Challenge Rating of 1 or lower

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

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

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can increase the CR by one additional level for each slot level above 6th.

SAMPLE CONJURE GREATER ANIMALS CREATURES

CR	Spells
1	brown bear, crag cat, dire wolf, giant eagle, giant hyena, giant spider, giant vulture, lion, tiger
2	aurochs, cave bear, giant boar, giant constrictor snake, giant crayfish, giant elk, polar bear, rhinoceros, saber-toothed tiger
3	giant lightning eel, giant scorpion, giant snapping turtle
4	elephant, giant subterranean lizard
5	giant crocodile, hulking crab

DETECT LYCANTHROPE

1st-level divination

Casting Time: 1 Action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of lycanthropes within 30 feet of you. If you sense a lycanthrope in this way, you can't determine its phenotype or alignment.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the range increases by 15 feet for every slot level above 1st.

LAW OF THE WILD

1st-level conjuration (ritual)

Casting Time: 1 Action

Range: Self (500-foot radius)

Components: V, S

Duration: 1 Hour

All beasts (non-humanoid creatures with an Intelligence equal to or less than 3) within the range becomes hostile to anyone that seeks to harm or threaten you.

If an affected beast leaves the area, the effect ends for it. A beast that starts its turn in the area or enters it during its turn is affected by the spell. Ranger animal companions and wizard familiars are immune to the spell.

Ritual. When performed as a ritual, the spell's duration increases to 2 hours.

Ritual Blood Sacrifice. When performed as a ritual with a blood sacrifice, the spell's duration is determined by 8 hours Challenge Rating (rounded down) of the sacrificial offering.

PROTECTION FROM LYCANTHROPY

1st-level abjuration

Casting Time: 1 Action

Range: Touch

Components: V, S, M (powdered silver or silver dust, which the spell consumes)

Duration: Concentration, up to 10 minutes

Until the spell ends, one willing creature you touch is protected against lycanthropes.

The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target has advantage on saving throws against becoming afflicted with lycanthropy.

PSEUDOLYCANTHROPY

4th-level transmutation

Casting Time: 1 Action

Range: 30 feet

Components: V, S, M (a hair from a natural lycanthrope)

Duration: 1 Hour

This spell transforms a creature that you can see within range into a random lycanthrope phenotype. An unwilling creature must make a Wisdom saving throw to avoid the effect.

The spell has no effect on a shapechanger or a creature with 0 hit points. The transformation lasts for the duration, until the target drops to 0 hit points, or it dies.

The target doesn't become a lycanthrope, its bite can't afflict a target with lycanthropy, and it can't change shape. The target's game statistics, alignment, and personality doesn't change. The target's appearance changes to the lycanthropy hybrid form.

PSEUDOLYCANTHROPY RANDOM TABLE

Roll (d100)	Polymorph	Roll (d100)	Polymorph
00-10	Wereape	51-55	Werepanther
11-15	Werebadger	56-65	Wererat
16-20	Werebat	66-70	Wereraven
21-30	Werebear	71-80	Weretiger
31-40	Wereboar	81-95	Werewolf
41-45	Werefox	96-99	Werewolverine
46-50	Werelion		

SAVAGE WOUND

4th-level necromancy

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: Instantaneous

As part of casting this spell, you make a melee weapon attack against a creature. On a hit, the target suffers the attack's normal effects and an additional 1d6 necrotic damage.

The target must succeed on a Constitution saving throw, or have disadvantage on the next weapon attack roll it makes before the end of its next turn and its hit point maximum is reduced by 2d8 hit points. The creature's maximum hit points can't be reduced below 1.

The creature's hit point reduction persists until the creature is a target of a *greater restoration* spell.

SHIELD OF MALAR

3rd-level abjuration (ritual)

Casting Time: 1 Action

Range: Touch

Components: V, S, M (a small parchment with a bit of holy text written on it)

Duration: Concentration, up to 10 Minutes

An invisible barrier of magical force appears and protects a creature you touch. If recipient is injured by a weapon or spell attack, the damage is reduced by half. Injuries such as falling or trap damage doesn't trigger this effect.

Additionally, the recipient receives a +5 bonus to AC against all ranged attacks.

Ritual. When performed as a ritual, the spell's duration increases to 1 hour.

Ritual Blood Sacrifice. When performed as a ritual with a blood sacrifice, the spell's duration is determined by the Challenge Rating (rounded down) of the sacrificial offering as hours (maximum of 4 hours).

SPECTRAL MANTICORE

3rd-level conjuration

Casting Time: 1 Action

Range: Self

Components: V, S, M (a tail spike from a manticore)

Duration: 10 Minutes

This spell causes a ghostly manticore to appear and fight for you until you banish it, it's reduced to 0 hit points, or the spell expires.

Unlike real manticores, it is absolutely silent and absolutely loyal to you. It can't be charmed or magically controlled in any way other than by your will.

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 spectral 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.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the height increases by 10 feet, damage increases by 1d6, and it carries the creature an additional 5 feet forward in its path for each slot level above 2nd (maximum fall damage of 20d6).

SPECTRAL STAG

3rd-level conjuration

Casting Time: 1 Action

Range: Self (150-foot line)

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

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 spectral 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 failure, a creature takes 6d6 force damage and is knocked prone. On a success, it takes half as much damage and isn't prone.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.



BLESSINGS

These minor blessings are Supernatural Gifts (see chapter 7 of the *Dungeon's Master Guide*). Malar doesn't regularly grant permanent Supernatural Gifts because the transfer of his essence leaves him in a slightly weaker state.

If a good aligned creature receives any of these blessings, they feel tainted in some way for the duration of the blessing.

BLESSING OF MALAR

Casting Time: Instantaneous
Components: V, M (offering)
Duration: 4 Hours

When you leave a gift of water, earth, or food atop a magic Altar of Malar, the gift is absorbed into the material. You have advantage on all saving throws for the next 4 hours.

CHAMPION OF THE HUNT BLESSING

Casting Time: Instantaneous
Components: V, S, M (skulls of sentient creatures)
Duration: 30 Days

When you kill 30 sentient creatures (Intelligence greater than or equal to 3) within 30 consecutive days with your bare hands or *claws of Malar*, you receive this blessing for the following 30 days. This minor blessing is bestowed after you pray to Malar within 1 day of your 30th kill.

This supernatural gift grants you one of the follow benefits:

- Substitute 10 as their spell attack bonus and 20 as the spell save DC
- Substitute 8 as their proficiency bonus used for melee weapon attacks and gain an extra 1d6 radiant damage to each melee damage roll

GREATER BLESSING OF MALAR

Casting Time: Instantaneous
Components: V, M (offering)
Duration: 4 Hours


When you leave a gift of a freshly killed, bloody beast atop a magic Altar of Malar, the blood is absorbed into the material. For the next 4 hours, you have advantage on all saving throws, advantage on Wisdom (Survival) checks, and a 5 bonus to initiative.

UNHOLY WATER OF MALAR

Casting Time: 1 Hour
Components: V, S, M (fresh water, blood of a beast)
Duration: 1 Minute

The Priest of Malar feat allows you to create one serving of holy water by performing a special ritual which takes 1 hour to perform. The ritual requires fresh water, blood from a beast, and the expenditure of a 1st-level spell slot. Once created, anyone can quaff the water. Water stored and dispensed in urban environments cannot be used to create Unholy Water of Malar.

As an action, when you drink Unholy Water you become reckless and go into a mindless and savage frenzy of blood lust. Your aggressive attacks often overcome your foe's defenses, but they also leave you open for counter attacks. For 1 minute, you gain advantage on all melee weapon attack rolls, but attack rolls against you have advantage.



*"I serve the Beastlord.
My communion is the hunt."
- Sauk
Sentinelspire, Mark Sehestedt*

BLOOD SACRIFICES

These sacrifices are included as thematic and mechanical concepts and may not be suitable for player characters.

EDITOR'S NOTE

No creatures were harmed during the making of this book.

RITUAL BLOOD SACRIFICE

When you cast a ritual spell with a blood sacrifice offering to Malar, Malar enhances the spell to double its duration. If the spell's duration is instantaneous, then the range (or effect) is doubled (as per your Dungeon Master's guidance).

Additionally, these ritual blood sacrifice spells won't require concentration to maintain the effect. Any ritual spell with a range is centered upon the offering.

If the blood sacrifice takes place upon an altar or within a shrine or temple of Malar, the you also receive the benefits of a Greater Blessing of Malar.

A blood sacrifice, unless otherwise noted, requires a humanoid of any Challenge Rating or a creature with a Challenge Rating greater than 0. Malar won't accept non-humanoid creatures with a Challenge Rating of 0 or any undead offerings.

Ritual spells included in this book may gain additional benefits as indicated in its description.

BLOODY ROCK CEREMONY

Casting Time: 2 Hours

Components: V, S, M (a sentient creature)

Duration: 10 Days

You must sacrifice a sentient creature (Intelligence greater than or equal to 3) and allow it to slowly bleed for 2 hours. You must succeed on a DC 20 Medicine check to ensure the creature doesn't die during that time.

The *savage wound* spell is cast with a range of 100 feet from the offering. The *savage wound* spell immediately targets any creature that is hostile or threatens you at the end of their turn if they cast a spell.

Additionally, the *shield of Malar* spell is cast upon you with a duration of 24 hours and requires no concentration.

You must have access to both spells. However, the sacrifice expends no spell slots.

SACRED GROUNDS PROTECTION

Casting Time: 2 Hours

Components: V, S, M (a sentient creature)

Duration: 10 Days

You must sacrifice a sentient creature (Intelligence greater than or equal to 3) and allow it to slowly bleed for 2 hours. You must succeed on a DC 20 Medicine check to ensure the creature doesn't die during that time.

The *savage wound* spell is cast with a range of 100 feet from the offering. The *savage wound* spell immediately targets any creature that is hostile or threatens you at the end of their turn if they cast a spell.

The *law of the wild* spell is cast with a range of 500 feet centered on the offering.

You must have access to both spells. However, the sacrifice expends no spell slots.

SUMMONING A BEAST OF MALAR

Casting Time: 1 Hour

Components: V, S, M (blood from sentient prey)

Duration: Varies

You must use blood from a single sentient creature whom the beast of Malar (see [Appendix C: Creatures](#)) will pursue to the death. The summoned creature(s) is decided by Malar (or your Dungeon Master).

When blood of a weak prey is offered to Malar, one or more **displacer beasts**, **leucrotta**, or **peryttons** may be sent instead of a beast of Malar. When blood of stronger prey is offered, one or more beasts of Malar may be sent. The choice of creature type and quantity is determined by the Dungeon Master.

The summoned creature(s) can't move between planes and stay on their summoned plane until death of their prey or themselves. The creatures don't follow instructions or have any other motives or desires other than tracking and killing their prey. They hunt and kill together as a group.

APPENDIX B: EQUIPMENT AND MAGIC ITEMS

Since lycanthropes have difficulty using magic items in animal and hybrid forms, they are highly selective about which items they keep with them.

When lycanthropes carry potions, they are usually stored within soft flasks made of bladders or absorbent plant fibers which can be chewed through rather than a glass bottle.

EQUIPMENT

ANIMAL CALLS

Equipment, common

Animal calls cost 1 gp and can be found in many shops that specialize in hunting gear. Animal calls are whistles and small items that create noises by shaking. There are two types of calls: ones that attract and ones that repel.

Each call is also specific to a single animal. The types of calls include: badger, bat, bear, boar, cat, deer, dog, eagle, elk, hawk, horse, lion, owl, rat, snake, sparrow, wolf, and wren.

To determine success, roll a d20. The range of whistle calls are 1/2 mile. The range of shaking calls are 1/4 mile.

ANIMAL CALLS

State	Difficulty Check
Friendly	3 or higher
Indifferent	6 or higher
Cautious	10 or higher
Threatening	14 or higher
Hostile	18 or higher

BLOOD-WINE

Consumable, common

Blood-wine is a sacred drink comprised of boiling wine and the blood of slain beasts.

Some Hunts, especially the People of the Black Blood, to use blood-wine to mark territorial boundaries. Many Hunts celebrate great hunts, new initiates, and other victories with blood-wine.

Other than being disgusted by the taste and smell, this drink has no effect on creatures and can't be found in stores.

EDITOR'S NOTE

Don't confuse "blood-wine" with "Aglaron blood wine." The lush, deep-red Aglaron wine has a very full-bodied taste and is very pleasant on the palate. Malarite blood-wine has a heavy undertone of metallic copper, a touch of salt, a slight sweetness, and a very heavy body.

CLAWS OF MALAR, COMMON

Weapon, common

There are several types of *claws of Malar*. A proficiency with "claws of Malar" or "claw bracer" grants proficiency to each of the weapons listed within this grouping.

You can cast spells while wielding the claws, and you can't be disarmed. Claws are exotic weapons with the Light and Finesse properties which deal piercing or slashing damage (your choice). A pair of claws weighs 2 pounds (1 pound per claw).

The claws deal 1d6 piercing or slashing damage (your choice), cost 30 gp, and weigh 2 pounds. In addition, if you made one or more attacks with your claws of Malar, you can make one additional attack with it as a bonus action on each of your turns. If a single claw is used, then you do not gain the bonus action attack.

In most regions of Faerûn, these claws are only available from a Malarite Hunt and can't be found in the open market. For worshipers of Malar, claws may be acquired through the Church of Malar in Cormyr and the Divine Den in Bezental.

Weapon, primitive (bone)

Some impoverished or more primitive Hunts may have claws made from bones. These weapons deal 1d4 piercing or slashing damage (your choice) and also grant the bonus action attack listed above. On a critical hit and after the damage has been applied to the target, the bones snap and break thereby destroying the weapon.



GAS BOMBS, LYCANTHROPE

Consumable, rarity varies

The original *lycanthrope gas bombs* were invented by the alchemist Dram Kallen, a founding member of the Silver Stake adventuring company of Baldur's Gate. The company was founded with the goal of exterminating all evil lycanthropes.

Dram built the bombs using thin pouches filled with pressurized gasses and wolfsbane, catnip, or other substances which give lycanthropes allergic reactions. Each lycanthrope phenotype has different allergies, so there are gas bombs specifically designed for each phenotype.

These bombs aren't strong enough to kill a lycanthrope, but they do produce a reaction that lowers a lycanthrope's defenses. The small leather or cloth pouches are sealed and explode when hurled against a hard surface to release the pressurized gas into a billowing cloud of gas. Each gas bomb costs 50gp.

As an action, you can throw a gas bomb up to 20 feet, and it shatters on impact, releasing a 15-foot-radius sphere of gas which spreads around corners. A lycanthrope in the gas's area which is allergic to that particular gas must succeed on a DC 13 Constitution saving throw. On a failure, the creature is incapacitated with retching and reeling until the end of its next turn.

LYCANTHROPY GAS BOMB INGREDIENTS

Phenotype	Ingredients
Wereape	bergboegoe tree bark, copper
Werebadger	poppy, silver
Werebat	skullcap, silver
Werebear	honeysuckle, silver
Wereboar	camphor, silver
Werefox	juniper berry, canine bones, obsidian
Werelion	avocado tree bark, copper
Werepanther	catnip, amber
Wererat	poison ivy, silver
Wereraven	jasmine, silver
Weretiger	ginseng, obsidian
Werewolf	wolfsbane, silver
Werewolverine	black lotus seeds, silver

INCENSE, LYCANTHROPY

Consumable, common

This product was rumored to suppress the full-moon transformation of natural lycanthropes.

The incense is sold within Aurora's Whole Realms Catalogue as combustible and non-combustible varieties for 8 gp with a claim that "natural lycanthropes within a 10-foot radius of the incense have a 50% chance to suppress their transformation."

This product has no effect upon creatures transformed with the lycanthropy curse.

INGREDIENTS, VARIOUS LYCANBANE

Plant, rarity varies

Some herbs are known to cause allergic reactions to lycanthropes. While commoners might believe some of these ingredients may protect them from lycanthropes, it is more of an annoyance to them. If ingested by a humanoid, they may feel nauseous for an hour and has no game effects. Alchemists may use these ingredients to create *lycanthrope gas bombs*.

VARIOUS LYCANBANE INGREDIENTS

Common	3 sp
black lotus seeds	swamp
camphor	hills, mountains
canine bones	urban
catnip	coastal, grasslands
ginseng	hills, mountains, forest
honeysuckle	forest
jasmine	forest
juniper berry	hills, mountains
poison ivy	forest, hills, urban
poppy	grasslands, hills, forest
skullcap	forest, swamp
wolfsbane	forest, hills, mountains
Uncommon	5 sp
avocado tree bark	desert
bergboegoe tree bark	jungle
Common	5 sp
copper dust or powder	urban
obsidian dust or powder	urban
silver dust or powder	urban

"The half-elf whipped a leather pouch off her belt and threw it at our feet, exploding with a gentle popping noise. A cloud of gas billowed upward around Arahnar and myself. Arahnar started choking immediately, even as she threw herself backward to avoid its effects. She collapsed onto the floor, spasming and gasping for air.

The gas had no effect on me. It had apparently never crossed their minds that a human might be allied with a werewolf... and that I might be immune to whatever it was that the half-elf had just tried gassing us with."

- Kharran Fel

The Search for the Circle of Vehlarr, K. Steven Miller

MAGIC ITEMS

AMULET OF THE MOON GODDESS

Wondrous item, uncommon

Any lycanthrope which comes within 30 feet of this magic amulet must succeed on a DC 13 Charisma saving throw or be forced to assume its hybrid form. If the lycanthrope leaves the 30-foot radius of the amulet, the effect ends.

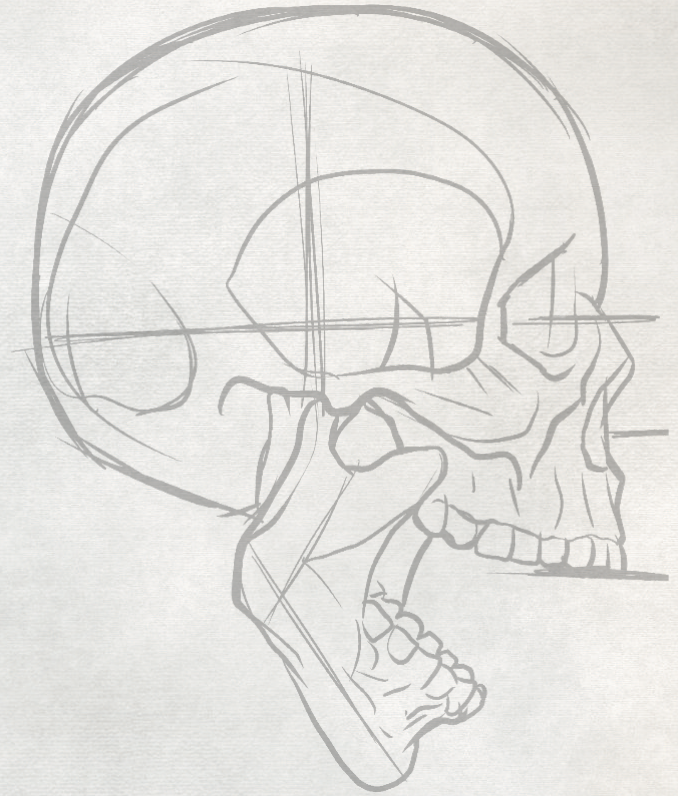
BELT OF THE BEAST

Wondrous item, uncommon to rare

These belts are worn by master hunters of Malar. Created by Malarite priests, the belts grant the wearer animal traits.

Each belt is made from the hide of the animal which bestows its traits upon the wearer. The belts are also sometime engraved with pictures of the beasts.

The following are examples of belts. Refer to the creature's entry in the *Player's Handbook* or *Monster Manual* for trait description.



BELTS OF THE BEAST TRAITS

Animal	Traits Granted
ape	Climb 30 ft, advantage on Strength (Climbing) skill checks
badger	Keen Smell, advantage on Wisdom (Survival) checks made underground
bat	Keen Hearing, advantage on Wisdom (Survival) checks made at night
bear	Keen Smell, advantage on Constitution ability checks
boar	Relentless, advantage on Constitution ability checks
crocodile	Swim 30 ft, advantage on swimming skill checks
displacer beast (rare)	Creatures have disadvantage on attack rolls against you. If you take damage, the property ceases to function until the start of your next turn.
eagle, hawk	Keen Sight, advantage on Wisdom (Perception) checks made with sight
leucrotta (rare)	You can easily mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.
lion	Keen Smell, advantage Wisdom (Survival) checks for tracking
lizard	Darkvision 30 ft, advantage on Wisdom (Survival) checks made underground
panther	Keen Smell, advantage on Wisdom (Survival) checks for tracking
owl	Keen Hearing and Sight, Darkvision 120 ft
owlbear	Darkvision 60 ft, Keen Sight and Smell
tiger	Keen Smell, advantage on Wisdom (Survival) checks for tracking
wolf	Keen Hearing and Smell, advantage on Wisdom (Survival) checks for tracking

BOOK OF FANGS AND TALONS

Wondrous item, artifact (requires attunement)

The *Book of Fangs and Talons* is the most sacred of Malarite texts. The tome contains 17 heavy vellum pages bound between slabs of turtle shells covered in hides and furs. The clasp is built using various fangs and talons. A cured red dragon tongue stamped with the holy symbol of Malar is used as a marking ribbon. The ancient book is preserved by magic.

Only a creature of evil alignment that is attuned to the book can release the clasp that holds it shut. Once the book is opened, the attuned creature must spend 80 hours reading and studying it to digest its contents and gain its benefits. Other creatures that peruse the book's open pages can read the text but glean no deeper meaning and reap no benefits.

The book contains the following spells: *animal shapes, beast bond, beast claw, blood lust, chant of fangs, conjure greater animal, create food and water, divine word, hold monster, insect plague, locate animals or plants, law of the wild, speak with animals, spectral manticores, spectral peryton, spectral stag, and word of recall.*

Curse of Attunement. Whenever a non-evil aligned creature attunes to the *Book of Fangs and Talons*, that creature must succeed on a DC 17 Charisma saving throw. On a failure, the creature's alignment changes to neutral evil.

Curse of Unholy Text. When a good aligned creature tries to read from the opened *Book*, it takes 24d6 radiant damage. This damage ignores resistance and immunity, and can't be reduced or avoided by any means. A creature reduced to 0 hit points by this damage disappears in a blinding flash and is destroyed, leaving its possessions behind.

Curse of Obligation. Benefits granted by the tome last only as long as you kill one sentient creature (Intelligence greater than or equal to 3) every 10 days and bathe the book in its blood. If you fail to meet the requirement, you lose all benefits granted by the book. To regain the benefits, you must spend another 80 hours reading and studying the book.

Enlightened Casting. You may substitute 10 as your spell attack bonus and 20 as the spell save DC for any spells contained within the book. Also, these spells don't require material components and all may be cast as rituals.

Blood Magic (1/day). Once per day, you can cast any spell contained within the book with a blood sacrifice accepted by Malar (refer to the Blood Sacrifices section for acceptable offerings). The spell level granted is equal to or less than the combined Challenge Rating of the sacrificial offering.

Command Evil (1/day). While you are attuned to the book and holding it, you can use an action to cast the *dominate monster* spell on an evil target (saving throw DC 18).

Guardian Wolf Pack (1/day). You can use an action to conjure 21 **dire wolves**, or in cold regions 7 **winter wolves**, each beast having average hit points.

The beasts magically rise up from the ground as intangible spirits and become tangible in unoccupied spaces within 100 feet of you and obey your commands until they are destroyed or until the next dawn, when they dissipate.

Mark of Malar. After you read and study the book, your eyes become cat-like with a yellow sclera and black iris.

The Mark of Malar grants you advantage on Charisma (Persuasion) checks you make to interact with evil creatures and Charisma (Intimidation) checks you make to interact with non-evil creatures.

Protection. While attuned to the artifact, you can't be blinded, deafened, petrified, or stunned. In addition, you gain resistance to bludgeoning, piercing, and slashing damage from non-magic weapons.

Random Properties. The *Book of Fangs and Talons* has the following random properties:

- 2 minor beneficial properties
- 1 major beneficial property

Destroying the Book. It is rumored that the *Book of Fangs and Talons* can't be destroyed as long as Malar exists. However, Candlekeep sages believe that drowning the book in the River Styx should remove all writing and imagery from its pages and render it powerless for 1d100 years.

BOOK OF THE HUNT INITIATE

Wondrous item, uncommon

Most Hunts have at least one *Book of the Hunt Initiate*. 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 you touch a page, you learn beast's name, native environment type, native Toril regions, senses, immunities and resistances, vulnerabilities, and special attacks.

BRACELET OF LYCANTHROPY RESISTANCE

Wondrous item, very rare (requires attunement)

While you wear this bracelet, you have greater resistance to the lycanthropy curse.

Whenever you are required to make a saving throw to avoid contracting lycanthropy, you can choose to take 1d6 necrotic damage and have advantage on the Constitution saving throw.

BRACERS OF THE BEASTLORD

Wondrous item, very rare (requires attunement)

While wearing these hide bracers, you can use a bonus action to transform your hands into claws. Your hands are covered in thick black hair and your fingernails become long and pointed. Your hands appear similar to werewolf claws.

While transformed, your unarmed strikes deal 2d4 + 2 slashing damage. You may cast spells and hold items with your transformed hands.

The effect lasts a minimum of 10 minutes, after which, you can dismiss the transformation.

Curse of Attunement. Once you attune and don these cursed bracers, you can't doff them unless you are targeted by the *remove curse* spell or similar magic.

Curse of Obligation. While wearing the bracers, you have disadvantage on attack rolls with weapons other than the bracers.

BRACERS OF THE LUCKY LYCAN HUNTER

Wondrous item, very rare (requires attunement)

When wearing the bracers, you gain +1 bonus to saving throws to resist the curse of lycanthropy.

Luck. When wearing the bracers, you can call on its luck (no action required) to reroll one attack roll with a lycanthrope target, ability check opposing a lycanthrope, or saving throw to resist the curse of lycanthropy. You must use the second roll. Once you use this property, you can't use it again until you finish a long rest.

Imminent Danger. When wearing the bracers, you sense the presence of lycanthropes within 5 feet of you. If you sense a lycanthrope in this way, you can't determine its phenotype or alignment. This detection cannot penetrate stone, metal, wood, or dirt (or similar material) barriers.

CAGES OF MIND TRANSFERENCE

Wondrous item, legendary

In Undermountain, Arbenita Darkwind maintained two large cages. Each cage weighs 400 pounds and is made of thick iron. The 12-foot square cages have an 8-foot high ceiling. These cages are used to train Malarite initiates.

When you enter an empty cage and concentrate on a beast inside the other cage, your mind is transferred to the beast's body and the beast's mind is transferred to your body.

The animal must have an Intelligence less than or equal to 3. This effect lasts for one hour, unless removed by a *remove curse* or *wish* spell.

If either you or the beast is reduced to 0 hit points or knocked unconscious during the transference, your minds return to their original bodies.

If you die while your mind is within the beast's body, you contract a short-term madness (see chapter 8 "Madness" section of the *Dungeon Master's Guide*), take 2d6 psychic damage, and when you finish a long rest, you must make a DC 18 Wisdom saving throw, taking 1d8 psychic damage on a failed saving throw, or half as much damage on a successful one. After three successful Wisdom saving throws, the nightmares end.



CLAW OF MALAR (TALISMAN)

Wondrous item, artifact (requires attunement), chaotic evil

The *Claw of Malar* appears as a humanoid right hand with gray skin and long, pointed fingernails. The wrist is set into an ornate golden cuff. Within the palm of the hand, a clear bauble is held. The artifact is a magic, sentient hand worn by a chain around your neck. The item is cursed by Malar and a *remove curse* spell has no effect on it.

If you're a cleric or paladin, you can use the talisman as a holy symbol, and you gain a 2 bonus to spell attack rolls you make while you wear or hold it.

Curse of Attunement. Whenever a non-evil creature attunes to the *Claw of Malar*, that creature must make a DC 17 Charisma saving throw. On a failed saving throw, the creature's alignment changes to neutral evil.

Curse of Unholy Artifact. Each day you're attuned to the *Claw of Malar*, there is a 5 percent chance (rolling a 1 on a d20 at midnight) that the talisman dominates you, causing you to chop off your right hand at the wrist. The *Claw of Malar* grafts itself to your stump and becomes a functioning appendage. If you are a non-evil creature when this occurs, you must make a DC 23 Charisma saving throw. On a failed saving throw, your alignment changes to neutral evil. If the *Claw of Malar* is grafted to your arm, see the entry labeled "Claw of Malar (Appendage)."

Vengeance of Malar (Melee Weapon). While attuned to the *Claw of Malar*, you have a 2 bonus to hit and damage rolls you make with melee weapon attacks.

Hunter's Instinct. While you wear the item, you add a d10 to your initiative rolls.

Sentience. The *Claw of Malar* is a sentient chaotic evil item with an Intelligence of 15, Wisdom of 13, and Charisma of 16. It has hearing and dark vision to a range of 120 feet. The item communicates telepathically with you and can speak, read, and understand Common.

Random Properties. The *Claw of Malar* has the following random properties:

- 1 minor beneficial property
- 1 major beneficial property
- 1 minor detrimental property

Personality. The item's purpose is to bring ruin to Malar's enemies. The item's obsession eventually becomes a fixation for you.

If a creature displaying a holy symbol of any good aligned deity is within sight, you are urged to attack it. If you refuse, then refer to chapter 7 "Sentient Magic Items: Conflict" section of the *Dungeon Master Guide* for conflict resolution rules.

CLAW OF MALAR (APPENDAGE)

Wondrous item, artifact (requires attunement), chaotic evil

Once the *Claw of Malar* has been grafted to your arm, you gain the following benefits in addition to the talisman benefits. The golden ornate cuff resizes to fit your wrist and covers the attachment between your arm and the hand. The clear bauble is absorbed into the hand and disappears completely. When the hand becomes unattached to a host, the clear bauble reappears within the tight grasp of the hand. If the appendage is removed (other than through the Helping Hand property), you die.

Natural Weapon (Appendage). Unarmed attacks you make with this hand deal an amount of bludgeoning damage equal to 1d8 plus your Strength modifier.

Command Evil (1/day). You can use an action to cast the *dominate monster* spell on an evil target (saving throw DC 18).

Gift of the Hunter. You gain hearing and darkvision out to a range of 120 feet.

Helping Hand (1/day). You can use an action to call upon the hand to detach, leaving the cuff attached to your arm. You immediately take 1d4 necrotic damage and another 1d4 necrotic damage for each minute of separation. Hit points lost in this way can only be recovered through a short or long rest.

The hand animates as a **crawling claw**. The hand acts on its own initiative count and follows your telepathic commands. You can use an action to reattach the hand by inserting it back into the cuff. While the hand is detached, you do not benefit from Command Evil, Gift of the Hunter, Hunter's Instinct, Regeneration, or Random Properties.

Immunities. You become immune to aging effects and don't age. You are immune to disease, disintegration, and poison. You have no need to sleep (although you must rest normally in order to prepare spells). You have resistance to bludgeoning, piercing, and slashing damage from non-magic weapons.

Mark of Malar. Over the span of 10 days after attachment, your eyes change into cat-like eyes with a yellow sclera and black irises, and you begin to grow hair all over your body. Your hair darkens to black and becomes thick, and your canine teeth grow slightly and become extra sharp and pointed.

The Mark of Malar grants you advantage on Charisma (Persuasion) checks made to interact with evil creatures and Charisma (Intimidation) checks made to interact with non-evil creatures.

Regeneration. You gain 1d6 hit points every 10 minutes, provided you have at least 1 hit point. If you lose a body part, the missing part regrows and returns to full functionality after 1d6 1 days if you have at least 1 hit point the whole time.

CLAWS OF MALAR, MAGICAL

Weapon, various

There are several types of *claws of Malar*. A proficiency with “*claws of Malar*” or “Claw Bracer” grants proficiency to each of the weapons listed within this grouping.

You can cast spells while wielding the claws, and you can't be disarmed. Claws are exotic weapons with the Light and Finesse properties which deal piercing or slashing damage (your choice). A pair of claws weighs 2 pounds 1 pound per claw. If a single claw is used, then you do not gain the bonus action attack.

In most regions of Faerûn, these claws are only available from a Malarite Hunt and can't be found in the open market. For worshipers of Malar, claws may be acquired through the Church of Malar in Cormyr and the Divine Den in Bezental.

Frostbite Claws

Weapon, very rare

When you hit with an attack using these magic claws, you deal 1d6 piercing or slashing damage (your choice), plus an extra 1d5 cold damage. These claws are often adorned with fur and hides from creatures from the North, such as winter wolves or yeti.

On a hit, you cause numbing frost to appear on the target. The target must make a DC 11 Constitution saving throw. On a failure, the target has disadvantage on the next weapon attack roll it makes before the end of its next turn.

In addition, if you made one or more attacks with your *Frostbite Claws*, you can make one additional attack with it as a bonus action on each of your turns.

Claws of Fear

Weapon, rare (requires attunement)

You have a 1 bonus to hit and damage rolls you make with these magic claws, which deal 1d6 piercing or slashing damage (your choice).

On a hit, the target must make a DC 11 Wisdom saving throw. On a failure, the creature becomes frightened of you until the end of your next turn. On a success, the creature becomes immune to the frightened effect of this weapon for 24 hours.

In addition, if you made one or more attacks with your *Claws of Fear*, you can make one additional attack with it as a bonus action on each of your turns.

True Talons of the God

Weapon, rare

These magic claw bracers, called *True Talons of the God*, originate from the Divine Den in Bezental. The claws are enchanted to never rust, even when touched by rust monsters or affected by spells which would make other equipment rust. The claws are blessed in the blood of beasts and have tiny markings made by their smiths to identify the smith.

You have a 2 bonus to hit and damage rolls you make with this magic weapon. The claws deal 2d4 piercing or slashing damage (your choice).

In addition, if you made one or more attacks with your *True Talons of the God*, you can make one additional attack with it as a bonus action on each of your turns.

Blood Claws

Weapon, very rare (requires attunement)

You have a 2 bonus to hit and damage rolls you make with these magic claws, called *Blood Claws*. The claws deal 1d6 piercing or slashing damage (your choice).

When you attack a creature with this magic weapon and roll a critical hit, if it isn't a construct or an undead, the target takes an extra 2d4 necrotic damage and you gain the same amount of temporary hit points.

In addition, if you made one or more attacks with your *Blood Claws*, you can make one additional attack with it as a bonus action on each of your turns.

Claws of the Chosen

Weapon, legendary (requires attunement)

These magic claws are used by the Chosen of Malar. The only recorded wielder of these claws was Anth-Malar.

You have a 3 bonus to hit and damage rolls you make with this magic weapon. The claws deal 2d6 piercing or slashing damage (your choice).

On a hit, the target must make a DC 15 Constitution saving throw. On a failure, the creature suffers internal bleeding and its hit point maximum is reduced by the amount of damage you deal with the claws. The creature's maximum hit points can't be reduced below 1. The creature's hit point reduction persists until the creature is a target of a *greater restoration* spell.

In addition, if you made one or more attacks with your *Claws of the Chosen*, you can make one additional attack with it as a bonus action on each of your turns.

Curse of Attunement. Whenever a non-evil creature attunes to the *Claws of the Chosen*, it must make a DC 23 Charisma saving throw. On a failure, its alignment changes to neutral evil.

CLOAK OF MALAR

Wondrous item, rare

These cloaks made from hides are often worn by Malarite priests. The cloak has 3 charges, and it regains all expended charges daily at dawn.

As an action, you can expend one of the cloak's charges to cast the polymorph spell on yourself, transforming into the animal from which the cloak is made.

The transformation lasts up to one hour, until you drop to 0 hit points, or you 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.

COIN OF MALAR

Wondrous item, legendary

The *Coin of Malar* is shaped like a normal coin with an image of a great, snarling, catlike beast with flattened ears and a mouthful of fangs on one side and a taloned, bestial claw in blood on the other side.

Curse of Attunement. Once the coin is picked up, you can't release it. When you try to drop or throw it, it remains stuck to your skin. Only someone who truly wants the coin can take it from you.

Curse of Obligation. While in possession of the coin, you suffer from nightmares and visions of a specific location. In fact, Malar sees you as nothing more than a vessel to get the coin to the destination. With promises of vast treasure or immense power upon arrival, you either go mad from the nightmares or give in and deliver the coin using the visions to guide you to the destination.

If you don't move closer to the destination, you suffer from nightmares. When you finish a long rest, you must make a DC 18 Wisdom saving throw, taking 1d10 psychic damage on a failed save, or half as much damage on a successful one. At the end of each 10 days you possess the coin, the psychic damage increases by 1d10 up to a maximum of 4d10 psychic damage per day.

Once you start traveling in the correct destination, the psychic damage decreases to 1d4 per day and doesn't increase unless you stray from a direct route to the destination.

If you still resist after 30 days, you become afflicted with a short-term madness which manifests when you finish a long rest. Each time, a different short-term madness effect is applied.

If you still resist after two months, you become afflicted with a long-term madness when you finish a long rest. Each time, a different long-term madness is applied.

Since the madness is a curse from Malar, spells such as *calm emotions*, *lesser restoration*, *remove curse*, and *dispel evil and good* have no effect. A *greater restoration* spell can suppress the daily effect of both short-term and long-term madness for 10 hours.

COLLAR OF ANIMAL CONTROL

Wondrous item, uncommon

You may make a melee weapon attack to place this collar on a creature or use an action to place on an incapacitated creature. The collar adjusts to fit a creature of Small to Large size.

Once donned, the beast becomes under the *dominate beast* spell effect and influence of whoever holds the connected leash. The leash extends to 15 feet and will contract as needed. If the leash is released or the holder becomes incapacitated, the beast becomes free of the effects.

HAND CROSSBOW, LYCAN HUNTER

Weapon, rare

When you make a ranged attack roll with this weapon against a lycanthrope, you have advantage on the roll. In addition, the attack ignores cover other than total cover.

HELMS OF THE WOLF PACK

Wondrous items, very rare (requires attunement)

The *Helms of the Wolf Pack* are a set of helms made from dire wolf or winter wolf skulls. Each helm requires individual attunement.

After each helm has been attuned, all members must be within 60 feet of each other for 24 hours to attune the set and gain the pack benefit. Adding a new member requires re-attuning the set. If a helm is removed, it must be individually reattuned and reattuned as a set.

While wearing these helms and after activation, you gain the benefits of *call of the pack* spell as each wearer becomes a member of a pack.

The *call of the pack* spell lasts for 10 minutes and is activated when all pack members audibly howl together. Once you use this ability, you can't use it again until you finish a short rest.

Each pack member has advantage on melee weapon attack rolls against creatures if at least one of the pack members is within 5 feet of the creature and the pack member isn't incapacitated.

HORN OF BLOOD RAGE

Wondrous item, very rare

As an action, you can blow this hunter's horn to grant all creatures (friend and foe) which can hear it advantage on melee weapon attack rolls for 1 minute.

Once you use this ability, you can't use it again until you finish a long rest. The horn can continue to be used as a normal hunting horn.

MALAR'S GLOVE

Wondrous item, legendary (requires attunement)

Malar's Glove appears to be a normal piece of white and pink coral. When you attune to it, it transforms into an elbow-length glove with white and pink streaks.

Enlightened Magic. You have advantage on saving throws against spells and other magical effects. You may substitute 10 as your attack bonus with a spell and 20 as the DC to resist your spells.

Animate Dead. You can use an action to cast *animate dead* spell without expending a spell slot and without material components. This spell grants you the ability to animate, control, and reassert control of a number of undead creatures equal to 5 + your spellcasting ability modifier. If the glove is removed, the animated dead are released from your control.

Curse of Attunement. Whenever a non-evil creature attunes to *Malar's Glove*, it must make a DC 17 Charisma saving throw. On a failure, its alignment changes to neutral evil.

Curse of Obligation. Once attuned, when you wear the glove, you are treated as undead and spells such as *cure wounds* have no effect on you.

MASK OF RALAM

Wondrous item, very rare, chaotic evil

The *Mask of Ralam* appears as the face of cat-like beast with black fur. It is believed to have been created in the appearance of Malar to fool Malarites. The mask is possessed by a chaotic evil spirit called a **nilbog**.

During daylight, the mask functions as an ordinary non-magic mask. Once donned, the mask disappears at the next dawn.

The mask has 10 charges. The mask disappears when you expend the last charge.

Enhanced Senses. You gain darkvision to a range of 120 feet.

Protection of the Nilbog. A creature that targets you with a weapon or spell attack must first succeed on a DC 13 Charisma saving throw or be charmed by the mask until the end of the creature's next turn. A creature charmed in this way must use its action to praise you.

Sentience. The *Mask of Ralam* is a sentient chaotic evil item with an Intelligence of 11, a Wisdom of 11, and a Charisma of 18. The item communicates telepathically with you and can speak, read, and understand Common.

Innate Spellcasting. You can use an action to cast the *expeditious retreat*, *mage hand*, *hideous laughter*, and *vicious mockery* spells without expending a spell slot and without material components.

Spells. You can use an action to expend 1 or more of the mask's charges to cast one of the following spells from it using your spellcasting DC or DC 16, whichever is greater:

- 1 charge: *gust*, *grease*
- 2 charges: *confusion*
- 3 charges: *Otto's irresistible dance*

Personality. The item's purpose is to create havoc and confusion. You are urged to cause chaos and mischief. If you refuse, then refer to chapter 7 "Sentient Magic Items: Conflict" section of the *Dungeon Master Guide* for conflict resolution rules.

ORB OF SELENE

Wondrous item, very rare (requires attunement)

This milky bluish orb is about the size of a grapefruit and provides several benefits to the creature carrying it. The orb is made from moonstone.

Lycanthropy Curse Protection. You have advantage on saving throws to resist contracting the curse of lycanthropy. Even if you do contract lycanthropy, you never transform into the beast or hybrid forms, voluntarily or otherwise. If you are no longer attuned to the orb, the lycanthropy curse immediately takes effect.

Moonbeam. In addition, while attuned to the orb, you can use an action to cast the *moonbeam* spell without expending a spell slot and without material components. Once you use this property, you can't use it again until you finish a short or long rest.

Moonlight. In darkness, the orb sheds light in a 5-foot radius and dim light for an additional 10 feet.

POTION OF LYCANTHROPY RESISTANCE

Consumable, rare

When you drink this potion, you have advantage on Constitution saving throws to resist the lycanthropy curse for 1 hour. When ingested, you take 1d4 necrotic damage as the magical serum enters your blood.

RING OF LYCANTHROPY RESISTANCE

Wondrous item, rare

While you wear this ring, you have advantage on Constitution saving throws to resist the lycanthropy curse. Whenever you are required to make this saving throw, you take 1d4 necrotic damage as the ring injects magical serum into your blood stream to fight off the curse.

RING OF THE SAVAGE HUNTER

Wondrous item, legendary (requires attunement)

While you wear this ring, you have advantage on Wisdom (Perception) and Wisdom (Survival) checks.

Curse of Attunement. Once you attune to and don this ring, you can't doff it unless you are targeted by a *remove curse* spell or similar magic. While wearing the ring, you have disadvantage on ranged attack rolls.

RING OF THE WOLVES

Wondrous item, very rare (requires attunement)

While wearing this ring, you have advantage on attack rolls against wolves of any kind (including dire wolves and winter wolves), and they have disadvantage on attack rolls against you.

In addition, the ring has 6 charges, and it regains all expended charges daily at dawn. During a full moon, the ring has 10 charges.

As an action, you may cast *conjure animals* spell to summon wolves by expending 1 or more of the ring's charges to summon one of the following wolves:

1 charge: wolf

3 charges: dire wolf

6 charges: winter wolf

The wolves appear in unoccupied spaces that you can see within 30 feet of you.

Curse of Obligation. When a wolf summoned with the ring suffers hit point damage, the damage is divided evenly between the wolf and you. If the damage cannot be divided evenly, the wolf takes the extra damage. If a wolf dies, you must make a DC 15 Wisdom saving throw, taking psychic damage on a failed saving throw, or half as much damage on a successful one. For psychic damage of each wolf roll 1d4, dire wolf roll 2d6, and winter wolf roll 4d6.

SILVER COLLAR OF LYCANTHROPY

NULLIFICATION

Wondrous item, very rare

This magic restraint is most often used by Lycan Hunters to prevent lycanthropes from shapeshifting while they are captured. While not many Lycan Hunters restrain lycanthropes over killing them, the collars are still highly prized for those rare exceptions.

You can use an action to place this collar on an incapacitated creature. The collar adjusts to fit a creature of Small to Large size. The collar reverts the lycanthrope to their humanoid form.

You and any creature you designate when you use the collar can use an action to remove it.

In addition, lycanthropes take an immediate 1d6 radiant damage on each failed attempt to remove the collar.

Once every day, the bound creature can make a DC 30 Strength (Athletics) check. On a success, the creature breaks free and destroys the collar.

A creature proficient with thieves' tools can pick the collar's lock with a successful DC 20 Dexterity check. This action doesn't destroy the collar.

SKIN OF MALAR

Armor, artifact (requires attunement)

The *Skin of Malar* is an artifact first worn by Anth-Malar, Chosen of Malar. The item is equivalent to leather armor.

Curse of Attunement. Whenever a non-evil creature attunes to the *Skin of Malar*, it must make a DC 23 Charisma saving throw. On a failure, its alignment changes to neutral evil.

Curse of the Beastlord. The armor bears a curse that affects any attuned non-lycanthrope. Even if the attunement ends, the curse remains. With each passing day, the creature's physical appearance and stature become more beastlike. After seven days, the creature looks like a lycanthrope in hybrid form, but the creature does not gain the traits of a lycanthrope. The physical changes wrought by the armor aren't considered magical in nature (and therefore can't be dispelled), but they can be undone by any effect that removes a curse, such as a *greater restoration* or *remove curse* spell.

Protection. While you wear it, you have a +3 bonus to your AC. In addition, you have resistance to acid, cold, electricity, fire, and thunder damage.

Regeneration. You gain 1d6 hit points at the start of each of your turns, provided you have at least 1 hit point.

Random Properties. The *Skin of Malar* has the following random properties:

- 1 minor beneficial property
- 2 major beneficial property
- 1 minor detrimental property

SPEAR OF THE MASTER HUNTER

Weapon, legendary (requires attunement)

This magic spear is a supernatural gift from Malar which is passed from his “Master of the Hunt” Avatar Form to devout followers. It grants a +3 bonus to attack and damage rolls made with it.

When the spear isn’t attuned, it acts as a magic spear with a +3 bonus without the Extradimensional Sheath and Summon Wolves properties.

Curse of Attunement. Whenever a non-evil creature attunes to the *Spear of the Master Hunter*, it must make a DC 23 Charisma saving throw. On a failure, its alignment changes to neutral evil.

Curse of Obligation. As long as you are attuned to the spear, you are unwilling to part with it. You also have disadvantage on attack rolls with weapons other than this one. You do not have disadvantage when using natural weapons such as claws and fangs.

Curse of the Beastlord. The spear bears a curse that affects any attuned non-lycanthrope. Even if the attunement ends, the curse remains. With each passing day, the creature’s physical appearance and stature become more beastlike. After seven days, the creature looks like a lycanthrope in hybrid form, but the creature does not gain the traits of a lycanthrope. The physical changes wrought by the spear aren’t considered magical in nature (and therefore can’t be dispelled), but they can be undone by any effect that removes a curse, such as a *greater restoration* or *remove curse* spell.

Extradimensional Sheath. When you release the weapon, it vanishes into an extradimensional space. When requested, it immediately reappears in your hand. Once this spear has been attuned, it can’t be thrown.

Summon Wolves (1/day). While holding the spear, you can cast *conjure animals* to summon 12 wolves, 3 dire wolves, or 1 winter wolf in cold regions. This does not expend a spell slot and does not require material components.

Keen Hearing and Smell. While holding the spear, you have advantage on Wisdom (Perception) checks that rely on hearing or smell.

STAFF OF THE WILDLANDS

Weapon, rare (requires attunement by a druid)

The staff is made from duskwood and is black, hard as iron, and resistant to fire damage.

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls you make with it. While you hold it, you gain a +2 bonus to spell attack rolls you make.

The staff has 10 charges. It regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff loses its properties and becomes a nonmagic quarterstaff.

Spells. You can use an action to expend 1 or more of the staff’s charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: *blight* (4 charges), *entangle* (1 charge), *fog cloud* (1 charge), *insect plague* (5 charges), *spike growth* (2 charges), or *wall of thorns* (6 charges).

You can also use an action to cast the *darkvision* spell from the staff without using any charges.

Tree Form. You can use an action to plant one end of the staff in fertile earth and expend 1 charge to transform it into a healthy tree.

The tree is 60 feet tall with a dark, smooth, and bare trunk with black bark and smoky gray wood. All of its tiny branches hold slim, silvery leaves, and are in a crown at the top of the tree. The tree appears as an ordinary duskwood tree but radiates a faint aura of transmutation magic if targeted by detect magic.

While touching the tree and using another action to speak its command word, you return the staff to its normal form. A creature in the tree falls when it reverts to a staff.

SWORD OF CYMRYCH HUGH

Weapon (longsword), artifact
(requires attunement)

In the 14th century DR, High King Tristan Kendrick of the Moonshae Isles had this sword especially crafted to defeat Kazgaroth. The sword was traditionally kept by the High King of the Moonshae Isles. The sword is currently lost after being tossed into the *darkwell* to banish an avatar of Bhaal.

You have +3 bonus to attack and damage rolls you make with this magic longsword.

Innate Spellcasting. The sword can innately cast the *detect evil and good* spell, requiring no spell components.

Frighten Kazgaroth (1/day). When Kazgaroth is within sight of the sword, the sword evokes the creature's worst fears. Kazgaroth drops what it is holding and becomes frightened of the sword for 1d4 + 1 rounds.

Sentience. The sword is a sentient lawful good item with an Intelligence of 13, a Wisdom of 13, and a Charisma of 16. The item communicates telepathically with you and can speak, read, and understand Common.

Random Properties. The sword has the following random properties:

- 2 minor beneficial properties
- 1 major beneficial property

Personality. The item's purpose is to defeat Kazgaroth. When you see Kazgaroth, you are urged to engage in combat. If you refuse, then refer to chapter 7 "Sentient Magic Items: Conflict" section of the *Dungeon Master Guide* for conflict resolution rules.

TALISMAN OF MALAR

Amulet, very rare

Often worn by clergy of Malar, this copper amulet is used as a holy symbol. While wearing this talisman, you gain a +2 bonus to AC if you are wearing no armor and using no shield. Additionally, you gain a +5 bonus to AC against ranged attacks.

WAND OF PSEUDOLYCANTHROPY

Wand, rare

This wand has 4 charges. While holding it, you can use an action to expend 1 of its charges to cast the *pseudolycanthropy* spell (save DC 15) from it.

The wand regains 1d4 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.



APPENDIX C: CREATURES

MALARITE CHAMPIONS

GNONG

Huge giant (shapechanger), chaotic evil

Many years ago, a Malarite priest found a near-death, disfigured, infant hill giant that had been tossed off a cliff and assumed dead. Gnong was healed by the priest, raised by the Malarites, and given the curse of lycanthropy.

Armor Class 13 in hill giant form,

14 in ape and hybrid forms

Hit Points 157 (15d12 + 60)

Speed 40 ft., climb 40 ft. in ape form

STR	DEX	CON	INT	WIS	CHA
23 (6)	14 (2)	18 (4)	7 (-2)	12 (1)	7 (-1)

Skills Athletics +9, Perception +4

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

Senses passive Perception 14

Languages Giant (can't speak in ape form)

Challenge 8 (3900 XP)

Shapechanger. Gnong can use their action to polymorph into a Huge ape-giant hybrid or into a Huge ape, or back into their true form, which is a hill giant. Its statistics, other than their size and AC, are the same in each form. Any equipment they are wearing or carrying isn't transformed. They revert to their true form if they die.

ACTIONS

Multiattack. Gnong makes two attacks, only one of which can be a bite.

Bite (Ape or Hybrid Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 6) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with wereape lycanthropy.

Fist (Ape or Hybrid Form Only). *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Greatclub (Giant or Hybrid Form Only). *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 50/100 ft., one target. *Hit:* 30 (7d6 + 6) bludgeoning damage. As an action, Gnong picks up and throws a large rock.

"Mud" (1/day). *Ranged Weapon Attack:* +5 to hit, range 50 ft., multiple targets (10-foot line). As an action, Gnong can throw a sticky, smelly substance up to 50 feet as a ranged attack against a location (AC 10 to hit).

On a hit, each Medium or smaller creature within the 10-foot line of impact must succeed on a DC 13 Dexterity saving throw or be restrained until the end of Gnong's next turn.

The restrained creatures also gain an "Aura of Stench" that makes any creature without an aura and within 5 feet of it feel nauseous and have disadvantage on attack rolls and ability checks. The aura has no effect on Gnong. The aura persists for 3 days or until the creature, equipment, and clothing are cleaned.



KRUSK, HUNTMASTER & PRIEST

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

Krusk is the leader of a small Malarite Hunt located near Phandalin. The werebear will not curse adversaries with lycanthropy. Instead, only his apprentices who he deems worthy will receive the werebear curse.

Armor Class 10 in humanoid form, 11 in bear and hybrid forms

Hit Points 135 (18d8 + 54)

Speed 30 ft. in humanoid form, 40 ft., climb 30 ft. in bear and 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 (2300 XP)

Shapechanger. Krusk can use an action to polymorph into a Large bear-humanoid hybrid or into a Large bear, or back into his 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, reduce 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). Krusk has the following druid spells prepared:

- Cantrips (at will): *bleeding wound, primal savagery, produce flame*
- 1st level (4 slots): *beast claw, entangle, law of the wild, speak with animals*
- 2nd level (3 slots): *barkskin, conjure animals*

ACTIONS

Multiattack. Krusk makes two attacks, only one of which can be a net attack.

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.

Net (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* 3 to hit, range 5/15 ft., one Large or smaller creature. *Hit:* The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.



RAYNE SANGREY, HUNTMASTER

Medium humanoid (any humanoid, shapechanger), chaotic evil

Rayne Sangrey is a ruthless and feared leader of a Malarite Hunt. Rayne's Hunt consists mainly of werewolves and a few non-lycanthropes.

Armor Class 11 in humanoid form,
12 in wolf and hybrid forms

Hit Points 126 (20d8 + 36)

Speed 30 ft. in humanoid form,
40 ft. in wolf and hybrid form

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

Skills Perception 4, Intimidation 6

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

Senses passive Perception 10

Languages Common (can't speak in wolf form)

Challenge 8 (3900 XP)

Shapechanger. Rayne can use their action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Their statistics, other than their size and AC, are the same in each form. Any equipment they are wearing or carrying isn't transformed. They revert to their true form if they die.

The *Spear of the Master Hunter* can vanish and reappear at will. When in wolf form, the spear vanishes into an extradimensional space. If Rayne is killed, the spear reappears next to Rayne's corpse.

Howl of the Blood Moon. Rayne can use an action to release a blood-curdling howl. Each creature within 30 feet, who can hear the howl, must succeed on a DC 14 Wisdom saving throw or drop whatever it is holding and become frightened until the end of Rayne's next turn.

While frightened by this spell, a creature must take the Dash action and move away from Rayne by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to Rayne, the creature can make another Wisdom saving throw. On a successful saving throw, the effect ends for that creature.

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

Leadership (Recharges after a Short or Long Rest). As a bonus action Rayne can invoke the Leadership ability. For 1 minute, Rayne can give special commands or warnings whenever one of its allies that it can see within 30 feet of it makes an attack roll or a saving throw. The ally can add a d4 to its roll provided it can hear and understand Rayne. An ally can benefit from only one Leadership die at a time. This effect ends if Rayne is incapacitated.

Pack Hunter. Once per turn, Rayne has advantage on melee weapon attack rolls and deals an extra 10 (3d6) damage against a creature if at least one of Rayne's allies is within 5 feet of the creature and the ally isn't incapacitated.

Spear of the Master Hunter Summon Wolves (1/Day Humanoid or Hybrid Form Only). As an action, Rayne can cast conjure animals to summon 12 wolves, 3 dire wolves, or 1 winter wolf (only in cold region).

ACTIONS

Multiattack. Rayne makes two attacks, only one of which can be a bite.

Bite (Wolf or Hybrid Form Only). Melee Weapon Attack: 9 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 16 Constitution saving throw or be cursed with werewolf lycanthropy.

Claw (Hybrid Form Only). Melee Weapon Attack: 9 to hit, reach 5 ft., one target. **Hit:** 7 (2d4 + 2) slashing damage.

Spear of the Master Hunter (Humanoid or Hybrid Form Only). Melee Weapon Attack: 12 to hit, reach 5 ft., one target. **Hit:** 8 (1d6 + 5) piercing damage, or 9 (1d8 + 5) piercing damage if used with two hands to make a melee weapon attack. Rayne may have the spear vanish and reappear at will.

MALARITE CLERGY

ACOLYTE OF MALAR

Medium humanoid, any evil alignment

The Acolyte of Malar is the first rank of Malar clergy. The Acolyte often serves as the only priest in a small Hunt or a subordinate priest in larger Hunts.

Armor Class 13 (Hide Armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	10 (0)	12 (1)	13 (1)	16 (3)	13 (1)

Saving Throws CHA +2, WIS +4

Skills Persuasion +3, Religion +5, Survival +7

Senses passive Perception 13

Languages Common

Challenge 2 (450 XP)

Dark Devotion. The Acolyte of Malar has advantage on saving throws against being charmed or frightened.

Spellcasting. The Acolyte of Malar is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The Acolyte of Malar has the following spells prepared:

- Cantrips (at will): *bleeding wound, infestation, primal savagery*
- 1st level (4 slots): *beast claw, blood lust, hunter's mark, inflict wounds*
- 2nd level (3 slots): *chant of fangs, hold person, spectral peryton*
- 3rd level (2 slots): *conjure animals, spectral mantichore*

Divine Eminence. As a bonus action, the Acolyte of Malar can expend a spell slot to cause its melee weapon attacks to deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the Acolyte of Malar expends a spell slot of 2nd level or higher, the extra damage increases by 3 (1d6) for each level above 1st.

ACTIONS

Claws of Malar. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. **Hit:** 3 (1d6) slashing damage. Scores a critical hit on a roll of 19 or 20. Can cast spells normally while equipped and can't be disarmed.

As a bonus action, if the Acolyte of Malar attacked with *claws of Malar*, it can make an additional attack with the *claws of Malar*.



ADEPT OF MALAR

Medium humanoid, any evil alignment

The Adept of Malar is the second rank of Malar clergy. The Adept often serves as the priest in a small to medium Hunt or a subordinate priest in larger Hunts. This is the most common rank.

Armor Class 14 (Hide Armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	11 (0)	12 (1)	13 (1)	17 (3)	14 (2)

Saving Throws CHA +3, WIS +5

Skills Persuasion +3, Religion +5, Survival +7

Senses passive Perception 13

Languages Common

Challenge 4 (1100 XP)

Dark Devotion. The Adept of Malar has advantage on saving throws against being charmed or frightened.

Spellcasting. The Adept of Malar is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The Adept of Malar has the following spells prepared:

- Cantrips (at will): *bleeding wound, infestation, primal savagery, sacred flame*
- 1st level (4 slots): *beast claw, blood lust, hunter's mark, inflict wounds*
- 2nd level (3 slots): *chant of fangs, hold person, spectral peryton*
- 3rd level (3 slots): *conjure animals, shield of Malar, spectral manticore*

Divine Eminence. As a bonus action, the Adept of Malar can expend a spell slot to cause its melee weapon attacks to deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the Adept of Malar expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

ACTIONS

Frostbite Claws (Claws of Malar). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 3 (1d6) piercing or slashing damage and an additional 3 (1d6) cold damage. Scores a critical hit on a roll of 19 or 20. Can cast spells normally while equipped and can't be disarmed.

On a hit, the claws cause numbing frost to appear on the target. The target must make a DC 11 Constitution saving throw. On a failed saving throw, the target has disadvantage on the next weapon attack roll it makes before the end of its next turn.

As a bonus action, if the Adept of Malar attacked with *Claws of Malar*, it can make an additional attack with the *Claws of Malar*.



PRIEST OF MALAR

Medium humanoid, any evil alignment

The Priest of Malar is the third rank of Malar clergy. The Priest often serves as the priest in a large Hunt or a subordinate priest in an organized church. Generally, this is the highest rank of clergy found in wilderness-based Hunts.

Armor Class 16 (Hide Armor)

Hit Points 75 (14d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	11 (0)	12 (1)	14 (2)	18 (4)	14 (2)

Saving Throws CHA 5, WIS 7

Skills Persuasion 5, Religion 8, Survival 10

Senses passive Perception 14

Languages Common

Challenge 6 (2300 XP)

Dark Devotion. The Priest of Malar has advantage on saving throws against being charmed or frightened.

Spellcasting. The Priest of Malar is an 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The Priest of Malar has the following spells prepared:

- Cantrips (at will): *bleeding wound, infestation, primal savagery, sacred flame*
- 1st level (4 slots): *beast claw, blood lust, hunter's mark, inflict wounds*
- 2nd level (3 slots): *chant of fangs, hold person, spectral peryton*
- 3rd level (3 slots): *conjure animals, shield of Malar, spectral manticores*
- 4th level (3 slots): *dominate beast, guardian of nature (primal beast only), savage wound*
- 5th level (1 slot): *conjure greater animal*

Divine Eminence. As a bonus action, the Priest of Malar can expend a spell slot to cause its melee weapon attacks to deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the Priest of Malar expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

ACTIONS

Multiattack. The Priest of Malar makes two *Claws of Malar* attacks.

Claws of Fear (Claws of Malar). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) piercing or slashing damage. Scores a critical hit on a roll of 19 or 20. Can cast spells normally while equipped and can't be disarmed.

On a hit, the target must make a DC 11 Wisdom saving throw. On a failed saving throw, the creature becomes frightened of the Priest until the end of the Priest's next turn. On a success, the creature becomes immune to the frightened effect of this weapon for 24 hours.

As a bonus action, if the Priest of Malar attacked with *Claws of Malar*, it can make an additional attack with the *Claws of Malar*.

Sermon of Blood Rage. As an action after the Priest has been wounded by a melee weapon attack that results in a loss of hit points, the Priest can lead followers into a collective blood rage.

Choose any number of creatures within 30 ft. Until the end of your next turn, each target has advantage on melee weapon attack rolls, but all attack rolls against them also have advantage.

HIGH PRIEST OF MALAR

Medium humanoid, any evil alignment

The High Priest of Malar is the fourth rank of Malar clergy. The High Priest often serves as the primary priest in an organized church.

Armor Class 17 (Hide Armor)

Hit Points 110 (20d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	11 (0)	12 (1)	14 (2)	20 (4)	16 (3)

Saving Throws CHA 7, WIS 9

Skills Persuasion 7, Religion 10, Survival 13

Senses passive Perception 15

Languages Common

Challenge 8 (3900 XP)

Dark Devotion. The High Priest of Malar has advantage on saving throws against being charmed or frightened.

Spellcasting. The High Priest of Malar is a 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The High Priest of Malar has the following spells prepared:

- Cantrips (at will): *bleeding wound, infestation, primal savagery, sacred flame, word of radiance*
- 1st level (4 slots): *beast claw, blood lust, hunter's mark, inflict wounds*
- 2nd level (3 slots): *chant of fangs, hold person, spectral peryton*
- 3rd level (3 slots): *conjure animals, shield of Malar, spectral manticore*
- 4th level (3 slots): *dominate beast, guardian of nature (primal beast only), savage wound*
- 5th level (2 slot): *conjure greater animal, insect plague*
- 6th level (1 slot): *word of recall*

Divine Eminence. As a bonus action, the High Priest of Malar can expend a spell slot to cause its melee weapon attacks to deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the High Priest of Malar expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

ACTIONS

Multiattack. The High Priest of Malar makes two *Claws of Malar* attacks.

True Talons of the God (Claws of Malar). *Melee Weapon Attack:* 12 to hit, reach 5 ft., one creature. *Hit:* 6 (2d4 + 2) piercing or slashing damage. Scores a critical hit on a roll of 19 or 20. Can cast spells normally while equipped and can't be disarmed.

As a bonus action, if the High Priest of Malar attacked with *Claws of Malar*, it can make an additional attack with the *Claws of Malar*.

Sermon of Blood Rage. As an action after the High Priest of Malar has been wounded by a melee weapon attack that results in a loss of hit points, the High Priest can lead followers into a collective blood rage.

Choose any number of creatures within 30 ft. Until the end of your next turn, each target has advantage on melee weapon attack rolls, but all attack rolls against them also have advantage.

LEGENDARY ACTIONS

The High Priest of Malar can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The High Priest of Malar regains spent legendary actions at the start of its turn.

Melee Attack. The High Priest of Malar makes a weapon attack. If the High Priest has already attacked using the *Claws of Malar*, they make 1 attack. If this is the first attack of the round using *Claws of Malar*, they may take 2 attacks as specified by the item.

Command Ally. The High Priest of Malar targets one ally it can see within 30 feet of it. If the target can see and hear the High Priest of Malar, the target can use its reaction to make one weapon attack as a reaction and has advantage on the attack roll.

ARCHPRIEST OF MALAR

Medium humanoid, any evil alignment

The Archpriest of Malar is the highest rank of Malar clergy. The Archpriest often serves as the head priest in an organized church. This rank is extremely rare and only a handful of Malar clergy has achieved this status.

Armor Class 19 (Hide Armor)

Hit Points 200 (40d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	13 (1)	12 (1)	15 (2)	22 (6)	16 (3)

Saving Throws CHA 9, WIS 11

Skills Persuasion 7, Religion 10, Survival 13

Senses passive Perception 16

Languages Common

Challenge 12 (8400 XP)

Dark Devotion. The Archpriest of Malar has advantage on saving throws against being charmed or frightened.

Spellcasting. The Archpriest of Malar is a 13th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 19, 12 to hit with spell attacks). The Archpriest of Malar has the following spells prepared:

- Cantrips (at will): *bleeding wound, infestation, primal savagery, sacred flame, word of radiance*
- 1st level (4 slots): *beast claw, blood lust, inflict wounds, shield of faith*
- 2nd level (3 slots): *chant of fangs, hold person, spectral peryton*
- 3rd level (3 slots): *conjure animals, shield of Malar, spectral manticore*
- 4th level (3 slots): *dominate beast, guardian of nature (primal beast only), savage wound*
- 5th level (2 slot): *conjure greater animal, insect plague*
- 6th level (1 slot): *word of recall*
- 7th level (1 slot): *temple of the gods*

Divine Eminence. As a bonus action, the Archpriest of Malar can expend a spell slot to cause its melee weapon attacks to deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the Archpriest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

ACTIONS

Multiattack. The Archpriest of Malar makes two *Claws of Malar* attacks.

Blessing of the Beastlord (1/Day). As an action, the Archpriest of Malar can target any creature within 30 ft that can see and hear it, the target must succeed on a DC 18 Wisdom saving throw or go berserk.

While berserk, the target must use their action each round to attack the nearest creature. If the target can make extra attacks as part of the Attack action, they must use those extra attacks, moving to attack the next nearest creature after felling their current target. If they have multiple possible targets, they attack one at random. The spell lasts for 10 minutes or until they start their turn with no creatures within 60 feet of them that they can see or hear.

Blood Claws (Claws of Malar). *Melee Weapon Attack:* 14 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) slashing damage. Scores a critical hit on a roll of 19 or 20. Can cast spells normally while equipped and can't be disarmed.

When it rolls a critical hit, if the target isn't a construct or an undead the target takes an extra 2d4 necrotic damage and Archpriest gains the same amount of temporary hit points. As a bonus action, if it attacked with *Claws of Malar*, it can make an additional attack with the *Claws of Malar*.

Sermon of Blood Rage. As an action after the Archpriest of Malar has been wounded by a melee weapon attack that results in a loss of hit points, the Archpriest can lead followers into a collective blood rage.

Choose any number of creatures within 30 ft. Until the end of your next turn, each target has advantage on melee weapon attack rolls, but all attack rolls against them also have advantage

LEGENDARY ACTIONS

The Archpriest of Malar can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Archpriest of Malar regains spent legendary actions at the start of its turn.

Melee Attack. The Archpriest of Malar makes a *Claws of Malar* attack.

Command Ally. The Archpriest of Malar targets one ally it can see within 30 feet of it. If the target can see and hear the Archpriest of Malar, the target can use its reaction to make one weapon attack and has advantage on the attack roll.

MALARITE WARRIORS

The following monsters from existing published source books are common within the ranks of Malarites. Modifications would require removing any ranged weapons.

COMMON MALARITES

Creature	CR	Source
Bandit	1/8	Basic Rules
Bandit Captain	2	Basic Rules
Berserker	2	Basic Rules
Cultist	1/8	Basic Rules
Cult Fanatic	2	Basic Rules
Tribal Warrior	1/8	Basic Rules
Werebat	2	Dungeon of the Mad Mage
Wereboar	5	Basic Rules
Wererat	2	Basic Rules
Wereraven	2	Curse of Strahd
Weretiger	4	Basic Rules
Werewolf	3	Basic Rules

LYCANTHROPE SUBSTITUTIONS

Rather than use the provided additional lycanthrope statistics, you can use the statistics of existing lycanthropes as follows:

LYCANTHROPE SUBSTITUTIONS

Creature	Replace With	Modifications
Wereape	Werebear	Change “Claws” to “Fists” with bludgeoning damage. Change Great Axe to Great Club.
Werebadger	Wererat	
Werefox	Wererat	Add Pounce trait
Werelion	Weretiger	
Werepanther	Weretiger	
Werewolverine	Werewolf	Add pounce trait

PLAYER CHARACTERS AS LYCANTHROPES

Any character afflicted by the lycanthrope curse retains their statistics except as specified by lycanthrope type. Refer to the *Monster Manual* for details concerning lycanthropes included in that book.

The following information applies to the lycanthropes included in this supplement.

Wereape. The character gains a Strength of 17 if their score isn't already higher, and a +1 bonus to AC while in ape or hybrid form (from natural armor). Attack and damage rolls for the natural weapons are based on Strength.

Werebadger. The character gains a Dexterity of 15 if their score isn't already higher. Attack and damage rolls for the bite are based on whichever is higher of the character's Strength and Dexterity.

Werefox. The character gains a Dexterity of 15 and Charisma of 12 if their score isn't already higher. Attack and damage rolls for the natural weapons are based Dexterity. For the Pounce trait, the DC is 8 + the character's proficiency bonus + Strength modifier.

Werelion. The character gains a Strength of 17 if their score isn't already higher. Attack and damage rolls for the natural weapons are based on Strength. For the Pounce trait, the DC is 8 + the character's proficiency bonus + Strength modifier.

Werepanther. The character gains a Strength of 15 if their score isn't already higher. Attack and damage rolls for the natural weapons are based on Strength. For the Pounce trait, the DC is 8 + the character's proficiency bonus + Strength modifier.

Werewolverine. The character gains a Strength of 15 and Dexterity of 13 if their score isn't already higher, and a +1 bonus to AC while in wolverine or hybrid form (from natural armor). Attack and damage rolls for the bite are based on whichever is higher of the character's Strength and Dexterity.

WEREAPE

Medium humanoid, neutral evil

Armor Class 10 in humanoid form,
11 in ape and hybrid form
Hit Points 117 (18d8 36)
Speed 30 ft. in humanoid form,
climb 30 ft. in ape and hybrid form.

STR	DEX	CON	INT	WIS	CHA
17 (3)	13 (1)	15 (2)	10 (0)	12 (1)	10 (0)

Skills Athletics 7
Damage Immunities bludgeoning, piercing,
and slashing from nonmagical attacks that
aren't silvered
Senses passive Perception 11
Languages Common (can't speak in ape form)
Challenge 6 (2300 XP)

Shapechanger. The wereape can use its action to polymorph into a Medium ape-humanoid hybrid or into a Medium ape, or back into its true form, which is humanoid. Its statistics, other than its size and 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.

ACTIONS

Multiattack. The wereape makes two attacks, only one of which can be a bite.

Bite (Ape or Hybrid Form Only). *Melee Weapon Attack:* 6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 3) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with wereape lycanthropy.

Fist (Ape or Hybrid Form Only). *Melee Weapon Attack:* 6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 3) bludgeoning damage.

Greatclub (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* 6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 3) bludgeoning damage.

WEREBADGER

Medium humanoid, chaotic evil

Armor Class 10 in humanoid form,
12 in badger and hybrid form
Hit Points 33 (6d8 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	15 (2)	12 (1)	12 (1)	10 (0)	10 (0)

Skills Perception 2, Stealth 4
Damage Immunities bludgeoning, piercing,
and slashing from nonmagical attacks that
aren't silvered
Senses darkvision 30 ft. (badger and hybrid
form only), passive Perception 11
Languages Common (can't speak in badger
form)
Challenge 2 (450 XP)

Shapechanger. The werewolf can use its action to polymorph into a badger-humanoid hybrid or into a giant badger, or back into its true form, which is humanoid. Its statistics, other than its size and 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 Smell. The werewolf has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The werewolf makes two attacks, only one of which can be a bite.

Bite (Badger or Hybrid Form Only). *Melee Weapon Attack:* 4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with werewolf lycanthropy.

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

Shortsword (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* 4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 2) piercing damage.

WEREFox

Medium humanoid, chaotic neutral

Armor Class 10 in humanoid form,
12 in fox and hybrid form
Hit Points 33 (6d8 + 6)
Speed 30 ft., 40 ft. in fox and hybrid form

STR	DEX	CON	INT	WIS	CHA
10 (0)	15 (2)	12 (1)	12 (1)	10 (0)	14 (2)

Skills Perception 2, Stealth 4
Damage Immunities bludgeoning, piercing,
and slashing from nonmagical attacks that
aren't silvered
Senses passive Perception 11
Languages Common (can't speak in fox form)
Challenge 2 (4500 XP)

Shapechanger. The werefox can use its action to polymorph into a fox-humanoid hybrid or into a giant fox, or back into its true form, which is humanoid. Its statistics, other than its size and 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 werefox has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pounce (Fox or Hybrid Form Only). If the werefox moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the werefox can make one bite attack against it as a bonus action.

ACTIONS

Multiattack. The werefox makes two attacks, only one of which can be a bite.

Bite (Fox or Hybrid Form Only). *Melee Weapon Attack:* 4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with werefox lycanthropy.

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

Rapier (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* 4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Longbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* 4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

WERELION

Medium humanoid, lawful evil

Armor Class 10 in humanoid form,
12 in lion and hybrid form
Hit Points 120 (16d8 + 48)
Speed 30 ft., 40 ft. in lion and hybrid form

STR	DEX	CON	INT	WIS	CHA
17 (3)	15 (2)	16 (3)	10 (0)	13 (1)	11 (0)

Skills Perception 5, Stealth 4
Damage Immunities bludgeoning, piercing,
and slashing from nonmagical attacks that
aren't silvered
Senses passive Perception 11
Languages Common (can't speak in lion form)
Challenge 7 (290 XP)

Shapechanger. The werelion can use its action to polymorph into a lion-humanoid hybrid or into a lion, or back into its true form, which is humanoid. Its statistics, other than its size and 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 werelion has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pounce (Lion or Hybrid Form Only). If the werelion moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the werelion can make one bite attack against it as a bonus action.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The werelion makes two attacks, only one of which can be a bite.

Bite (Lion or Hybrid Form Only). *Melee Weapon Attack:* 5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with werelion lycanthropy.

Claw (Lion or Hybrid Form Only). *Melee Weapon Attack:* 5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Longsword (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* 5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage or 8 (1d10 + 3) slashing damage if used with two hands.

WEREPANTHER

Medium humanoid, neutral evil

Armor Class 10 in humanoid form,
12 in panther and hybrid form
Hit Points 120 (16d8 48)
Speed 30 ft., 40 ft. in panther and hybrid form

STR	DEX	CON	INT	WIS	CHA
17 (3)	15 (2)	16 (3)	10 (0)	13 (1)	11 (0)

Skills Perception 5, Stealth 4
Damage Immunities bludgeoning, piercing,
and slashing from nonmagical attacks that
aren't silvered
Senses passive Perception 11
Languages Common (can't speak in panther
form)
Challenge 6 (2300 XP)

Shapechanger. The werepanther can use its action to polymorph into a panther-humanoid hybrid or into a panther, or back into its true form, which is humanoid. Its statistics, other than its size and 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 werepanther has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pounce (Panther or Hybrid Form Only). If the it moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the werepanther can make one bite attack against it as a bonus action.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The werepanther makes two attacks, only one of which can be a bite.

Bite (Panther or Hybrid Form Only). *Melee Weapon Attack:* 5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with werepanther lycanthropy.

Claw (Panther or Hybrid Form Only). *Melee Weapon Attack:* 5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Yklwa (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* 5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. *Ranged Weapon Attack:* 4 to hit, range 10/30 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

WEREWOLVERINE

Medium humanoid, chaotic evil

Armor Class 10 in humanoid form,
12 in wolverine and hybrid form
Hit Points 58 (9d8 18)
Speed 30 ft.

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 11
Languages Common (can't speak in wolverine
form)
Challenge 3 (700 XP)

Shapechanger. The werewolverine can use its action to polymorph into a wolverine-humanoid hybrid or into a wolverine, or back into its true form, which is humanoid. Its statistics, other than its size and 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 werewolverine has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pounce (Wolverine or Hybrid Form Only). If the werewolverine moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the werewolverine can make one bite attack against it as a bonus action.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The werewolverine makes two attacks, only one of which can be a bite.

Bite (Wolverine 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 werewolverine lycanthropy.

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

Scimitar (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* 4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

WOLFSPAWN

Medium humanoid, neutral evil

A wolfspawn is a natural lycanthrope werewolf that was killed by a vampire to become a vampire spawn. Wolfspawn are treated as a vampire spawn with an insatiable hunger for blood and under control of the vampire that created them.

Armor Class 15 in humanoid form,
16 in wolf and hybrid forms

Hit Points 91 (14d8 + 28)

Speed 30 ft. in humanoid form,
40 ft. in wolf and hybrid form

STR	DEX	CON	INT	WIS	CHA
16 (3)	16 (3)	14 (2)	10 (0)	11 (0)	14 (2)

Skills Perception +4, Stealth +7

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

Damage Resistance Necrotic

Senses darkvision 120 ft.,
passive Perception 10

Languages Common (can't speak in wolf form)

Challenge 8 (3900 XP)

Shapechanger. The wolfspawn 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 size and 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 wolfspawn has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Regeneration. The wolfspawn regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the wolfspawn takes radiant damage or damage from holy water, this trait doesn't function at the start of the wolfspawn's next turn.

Spider Climb. The wolfspawn can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The wolfspawn has the following flaws:

Forbiddance. The wolfspawn can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The wolfspawn takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the wolfspawn's heart while the wolfspawn is incapacitated in its resting place, the wolfspawn is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The wolfspawn takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The wolfspawn makes two attacks, only one of which can be a bite.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with werewolf lycanthropy.

Bite (Humanoid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the wolfspawn, incapacitated, or restrained. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) necrotic damage taken, and the wolfspawn regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage. Instead of dealing damage, the wolfspawn can grapple the target (escape DC 13).

SAMPLE MALARITE ENCOUNTERS

MALARITE HUNTING GROUPS

Players might encounter Malarite hunting groups within a wilderness area. These are small hunting parties of three or four Malarites. The recommended encounter's Challenge Rating is based on a party of four players with a medium difficulty. For larger parties or a more difficult change, use the next group.

Tier 1 (1-4, Local Heroes)

Initiates (CR 1). Five Tribal Warriors (CR 1/8)

Initiate and Warrior (CR 3). Tribal Warrior (CR 1/8), Berserker (CR 2)

Initiates and Priest (CR 4). Two Tribal Warriors (CR 1/8), Acolyte of Malar (CR 2)

Initiates and Warrior (CR 4). Two Tribal Warriors (CR 1/8), Berserker (CR 2)

Tier 2 (5-10, Regional Heroes)

Priest and Warriors (CR 5). Acolyte of Malar (CR 2), Two Berserkers (CR 2)

Warriors and Werewolf (CR 6). Two Berserkers (CR 2), Werewolf (CR 3)

Warrior and Werewolves (CR 7). Berserker (CR 2), Two Werewolves (CR 3)

Initiate and Werebear (CR 7). Tribal Warrior (CR 1/8), Werebear (CR 5),

Priest, Warriors, and Werewolf (CR 7). Acolyte of Malar (CR 2), Two Berserkers (CR 2), Werewolf (CR 3)

Warriors and Werebear (CR 8). Two Berserkers (CR 2), Werebear (CR 5)

Priest and Werewolves (CR 8). Two Werewolves (CR 3), Adept of Malar (CR 4)

Priest and Werewolves (CR 10). Three Werewolves (CR 3), Adept of Malar (CR 4)

Tier 3 (11-16, National Heroes)

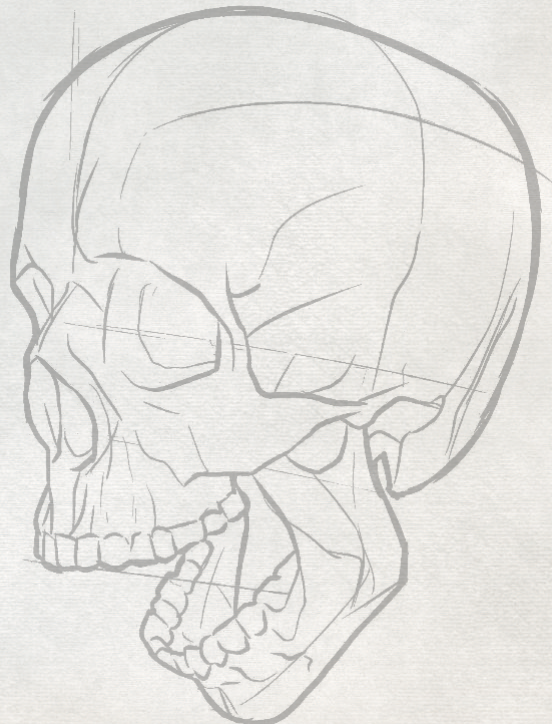
Priest and Werebears (CR 11). Adept of Malar (CR 4), Two Werebears (CR 5)

Priest and Werewolves (CR 11). Three Werewolves (CR 3), High Priest of Malar (CR 6)

Priest and Werebears (CR 13). Adept of Malar (CR 4), Three Werebears (CR 5)

Priests and Werewolves (CR 13). Two Werewolves (CR 3), Two High Priests of Malar (CR 6)

Priest and Werebears (CR 15). High Priest of Malar (CR 6), Three Werebears (CR 5)



AVATARS OF MALAR

“THE BEAST” FORM

Large humanoid, neutral evil

The avatar form named “The Beast” is a Medium size, sleek, supple, cat-like humanoid with black fur, tail, and claws.

All unarmed attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Armor Class 21

Hit Points 420 (30d12 + 240)

Speed 60 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (8)	29 (9)	27 (8)	15 (2)	23 (6)	18 (4)

Saving Throws CON 17, INT 11

Skills Athletics 17, Animal Handling 15, Perception 18, Stealth 18, Survival 24

Damage Immunities Bludgeoning, Piercing, and Slashing from Nonmagical Attacks, Disease, Poisons, attacks from undead creatures (except undead deities)

Damage Resistance Acid, Cold, Fire, Lightning, Thunder

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses truesight 120 ft., passive Perception 25

Languages Can't speak in “The Beast” form

Challenge 27 (105,000 XP)

Keen Senses. Malar has advantage on Wisdom (Perception) checks that rely on hearing, sight, or smell including Wisdom checks to track prey.

Law of the Wild Aura. Malar has an aura of the law of the wild spell that is active as long as its conscious.

Legendary Resistance (3/Day). If Malar fails a saving throw, he can choose to succeed instead.

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

Magic Weapons. Malar's weapon attacks are magical.

Peerless Tracker. Malar has advantage on all Wisdom (Survival) checks related to tracking.

Pounce. If Malar moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 24 Strength saving throw or be knocked prone. If the target is prone, Malar can make one claw attack against it as a bonus action.

Regeneration. Malar regains 10 hit points at the start of his turn if it has at least 1 hit point.

Shapechanger. Malar can use his round's actions to polymorph into the “Master of the Hunt” form and heal 8d8 hit points. This action can only be used once per long rest.

ACTIONS

Multiattack. Malar makes five attacks only one of which can be a bite.

Bite. Melee Weapon Attack: 20 to hit, reach 5 ft., one target. **Hit:** 11 (2d8 + 3) piercing damage. If the target is grappled or prone, Malar has advantage on attack. If the target is a humanoid, it must succeed on a DC 24 Constitution saving throw or be cursed with lycanthropy (roll randomly, refer to table used for *pseudolycanthropy* spell).

Claw. Melee Weapon Attack: 20 to hit, finesse, reach 5 ft., one target. **Hit:** 19 (3d6 + 8) piercing or slashing damage. Instead of dealing damage, Malar can grapple the target (escape DC 22).

Summon Creature. As an action, Malar may cast *conjure greater animal* to summon twice as many predators.

LEGENDARY ACTIONS

Malar can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Malar regains spent legendary actions at the start of its turn.

Attack. Malar makes a claw attack.

Bolster. Malar bolsters all non-hostile creatures within 120 feet of it until the end of its next turn. Bolstered creatures can't be charmed or frightened, and they gain advantage on ability checks and saving throws until the end of the Malar's next turn.

Detect. Malar makes a Wisdom (Perception) check.

Frighten Foe (Costs 2 Actions). Malar targets one enemy it can see within 30 feet of it. If the target can see and hear Malar, the target must succeed on a DC 21 Wisdom saving throw or be frightened until the end of Malar's next turn.

Move. Malar moves up to its speed without provoking opportunity attacks.

“MASTER OF THE HUNT” FORM

Large humanoid, neutral evil

The avatar form named the “Master of the Hunt” is also called the “Wild Hunter.” In this form, Malar appears as a twelve-foot tall, black furred humanoid with red eyes and a massive rack of extremely sharp antlers upon his head.

All unarmed attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Armor Class 21

Hit Points 420 (30d12 + 240)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
27 (8)	29 (9)	27 (8)	15 (2)	23 (6)	18 (4)

Saving Throws CON 17, INT 11

Skills Athletics 17, Animal Handling 15, Perception 18, Stealth 18, Survival 24

Damage Immunities Bludgeoning, Piercing, and Slashing from Nonmagical Attacks, Disease, Poisons, attacks from undead creatures (except undead deities)

Damage Resistance Acid, Cold, Fire, Lightning, Thunder

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses truesight 120 ft., passive Perception 25

Languages Common

Challenge 27 (105,000 XP)

Beast Companions. Malar is accompanied by 21 dire wolves or winter wolves in cold regions.

Law of the Wild Aura. Malar has an aura of the law of the wild spell that is active as long as he is conscious.

Legendary Resistance (3/Day). If Malar fails a saving throw, he can choose to succeed instead.

Lord of Beasts. Malar has advantage on all Charisma checks when dealing with lycanthropes.

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

Magic Weapons. Malar’s weapon attacks are magical.

Peerless Hunter. Malar has advantage on all Wisdom (Perception) and Wisdom (Survival) checks.

Regeneration. Malar regains 10 hit points at the start of its turn if he has at least 1 hit point.

Shapechanger. Malar can use his round’s actions to polymorph into “The Beast” form and heal 8d8 hit points. This action can only be used once per long rest.

ACTIONS

Multiattack. Malar makes five attacks only one of which can be with antlers.

Antlers. Melee Weapon Attack: 20 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 3) piercing damage. Scores a critical hit on a roll of 15 or higher.

Spear. Melee Weapon Attack: 20 to hit, finesse, reach 5 ft., one target. *Hit:* 19 (3d6 + 8) piercing damage, or 22 (3d8 + 8) piercing damage if used with two hands. Vanishes and reappears in Malar’s hand at will.

Summon Creature. As an action, Malar may cast conjure greater animal to summon twice as many predators as standard spell specifies.

LEGENDARY ACTIONS

Malar can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature’s turn. Malar regains spent legendary actions at the start of its turn.

Attack. Malar makes a spear attack.

Bolster. Malar bolsters all non-hostile creatures within 120 feet of it until the end of its next turn. Bolstered creatures can’t be charmed or frightened, and they gain advantage on ability checks and saving throws until the end of the Malar’s next turn.

Command Ally. Malar targets one ally it can see within 30 feet of it. If the target can see and hear Malar, the target can use its reaction to make one weapon attack and has advantage on the attack roll.

Detect. Malar makes a Wisdom (Perception) check.

Frighten Foe (Costs 2 Actions). Malar targets one enemy it can see within 30 feet of it. If the target can see and hear Malar, the target must succeed on a DC 21 Wisdom saving throw or be frightened until the end of Malar’s next turn.

Spellcasting. Malar can cast any spell without material components using +12 as a proficiency bonus and Wisdom as the spellcasting ability. Malar prefers druidic spells including spells from the ranger spell list.

BEASTS, MONSTERS, AND NPCs

BEAST OF MALAR

Medium beast (shapechanger), chaotic evil

The beast of Malar is a shapeshifter from the Land of the Hunt. The creature takes three distinct forms: each form serves a specific purpose.

Hunting Panther Form

This sleek, fast hunting form is for stalking prey.

Armor Class 21

Hit Points 85 (9d8 + 45)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (2)	22 (6)	20 (5)	10 (0)	15 (2)	17 (3)

Saving Throws DEX 12, CON 11, WIS 8

Skills Acrobatics 18, Athletics 14, Perception 14, Stealth 18, Survival 14

Damage Resistances bludgeoning, piercing, and slashing from nonmagical Attacks

Condition Immunities Frightened

Senses passive Perception 21

Languages —

Challenge 11 (7200 XP)

Shapechanger. The beast of Malar can use its action to polymorph into a panther, claw slayer, or bat form.

Regeneration. The beast of Malar regains 10 hit points at the start of its turn if it has at least 1 hit point.

Ambusher (Panther). In the first round of combat, the beast of Malar has advantage on attack rolls against any creature it surprised.

Keen Hearing and Smell (Panther). The beast of Malar has advantage on Wisdom (Perception) checks that rely on hearing or smell including Wisdom checks to track prey.

Pounce (Panther). If the beast of Malar moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the Beast of Malar can make one bite attack against it as a bonus action.

ACTIONS (PANTHER)

Multiattack (Panther). The beast of Malar makes two attacks, only one of which can be a bite.

Bite (Panther). *Melee Weapon Attack:* 10 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. If the target is grappled or prone, the Beast of Malar has advantage on attack.

Claw (Panther). *Melee Weapon Attack:* 14 to hit, finesse, reach 5 ft., one target. *Hit:* 11 (2d6 + 6) piercing damage. Instead of dealing damage, the beast of Malar can grapple the target (escape DC 18).



Claw Slayer Form

This thicker, slower, heavier form is used for combat. This form resembles a giant wolverine.

Armor Class 23

Hit Points 85 (9d8 + 45)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (2)	20 (5)	10 (0)	15 (2)	17 (3)

Saving Throws DEX 8, CON 11, WIS 8

Skills Acrobatics 6, Athletics 22,

Perception 14, Stealth 6, Survival 14

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities Frightened

Senses darkvision 6 ft., passive Perception 21

Languages —

Challenge 11 (7200 XP)

Shapechanger. The beast of Malar can use its action to polymorph into a panther, claw slayer, or bat form.

Regeneration. The beast of Malar regains 10 hit points at the start of its turn if it has at least 1 hit point.

Pounce (Claw Slayer). If the beast of Malar moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 26 Strength saving throw or be knocked prone. If the target is prone, the beast of Malar can make one bite attack against it as a bonus action.

ACTIONS (CLAW SLAYER)

Multiattack (Claw Slayer). The beast of Malar makes three attacks, only one of which can be a bite.

Bite (Claw Slayer). *Melee Weapon Attack:* 18 to hit, reach 5 ft., one target. *Hit:* 14 (1d8 + 10) piercing damage. Scores a critical hit on a roll of 19 or 20. If the target is grappled or prone, the Beast of Malar has advantage on attack.

Claw (Claw Slayer). *Melee Weapon Attack:* 18 to hit, reach 5 ft., one target. *Hit:* 16 (2d6 + 10) piercing damage. Instead of dealing damage, the Beast of Malar can grapple the target (escape DC 26).

Bat Form

The flying form is used to pursue prey. However, since it lacks the same natural flying skills as a bat, such as echolocation abilities, and isn't very comfortable flying, this form is rarely used while the ground-based forms are more often used.

Armor Class 21

Hit Points 85 (9d8 + 45)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (3)	15 (2)	20 (5)	10 (0)	15 (2)	17 (3)

Saving Throws DEX 8, CON 11, WIS 8

Skills Acrobatics 18, Athletics 14,

Perception 14, Stealth 18, Survival 14

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities Frightened

Senses blindsight 60 ft., passive Perception 21

Languages —

Challenge 11 (7200 XP)

Shapechanger. The beast of Malar can use its action to polymorph into a panther, claw slayer, or bat form.

Regeneration. The beast of Malar regains 10 hit points at the start of its turn if it has at least 1 hit point.

Flyby (Bat). The beast of Malar doesn't provoke an opportunity attack when it flies out of an enemy's reach.

ACTIONS (BAT)

Bite (Bat). *Melee Weapon Attack:* 11 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. Scores a critical hit on a roll of 19 or 20.

ITYAK-ORTHEEL (ELF-EATER)

Gargantuan monstrosity, chaotic evil

Ityak-Ortheel is a thirty-foot-tall, three-legged, monstrous creature with forty tentacles, each of which is 100 feet long and covered in suction mouths. It has a hard, protective, shell-like carapace. It can retract its tentacles and legs within the near indestructible carapace.

Armor Class 22

Hit Points 480 (24d20 +240)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
30(+10)	18 (4)	30(+10)	6(-4)	21 (5)	19 (4)

Saving Throws STR 18, DEX 12, CON 18

Skills Athletics 18, Perception 12, Stealth 12, Survival 12

Damage Resistances bludgeoning, piercing, and slashing from non-sentient good aligned and non-adamantine weapons; Lightning; Thunder

Damage Immunities Acid, Cold, Poison

Condition Immunities Charmed, Frightened, Paralyzed, Petrification, Poisoned

Senses blindsight 100 ft., passive Perception 21

Languages —

Challenge 22 (41,000 XP)

Carapace Defense. Any time Ityak-Ortheel's carapace (a hard, protective turtle-like shell) is attacked, roll a d6. On a 1 to 5, Ityak-Ortheel is unaffected. On a 6, Ityak-Ortheel takes half-damage as a normal attack. The carapace has damage immunity to fire. Ityak-Ortheel may also retract its exposed tentacles into its carapace.

Legendary Resistance (3/Day). If Ityak-Ortheel fails a saving throw, it can choose to succeed instead.

Magic Resistance. Ityak-Ortheel has advantage on saving throws against spells and other magical effects.

Regeneration. Ityak-Ortheel regains 10 hit points at the start of its turn if it has at least 1 hit point. It also regrows 1 tentacle per round and other lost limbs (legs) in 1d6 minutes. It can also instantly reattached severed limbs by holding it to its stump.

Sense Life. Ityak-Ortheel can sense all living creatures within a radius of 5 miles. It can differentiate sentience and race. This enables it to target its most hated foe, elves.

ACTIONS

Multiattack. Ityak-Ortheel can make five attacks, only one of which can be a Swallow and only one of which can be a Kick.

Kick. Melee Weapon Attack: 17 to hit, reach 30 ft., one target. *Hit:* 20 (3d6 +10) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained. Ityak-Ortheel has three feet.

Tentacle. Melee Weapon Attack: 17 to hit, reach 30 ft., one target. *Hit:* 20 (3d6 +10) bludgeoning damage. If the target is hit by more than one tentacle in a round, then the target is grappled (escape DC 18). Until this grapple ends, the target is restrained. Ityak-Ortheel has forty tentacles, each of which can grapple one target.

Tentacle Constriction. Melee Weapon Attack. Automatic to hit, one Large or smaller object held or creature grappled by Ityak-Ortheel. *Hit:* 18 (2d8 +10) bludgeoning damage.

Tentacle Grappling. Melee Weapon Attack: 13 to hit, reach 30 ft., 5-40 targets. *Hit:* 20 (3d6 +10) bludgeoning damage, and the target is grappled (escape DC 18). Of the forty tentacles, a maximum of eight may be used against a single target. Until this grapple ends, the target is restrained. This action can only be used once per turn.

Tentacle Fling. One Large or smaller object held or creature grappled by Ityak-Ortheel is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

Swallow. Ityak-Ortheel may swallow one Large or smaller, incapacitated creature it is grappling. While swallowed, you take 20d6 acid damage and 10d8 piercing damage per turn. If you're reduced to 0 hit points by this damage, you die. This action can only be used once per turn and it can only swallow one creature at a time.

LEGENDARY ACTIONS

Ityak-Ortheel can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Ityak-Ortheel regains spent legendary actions at the start of its turn.

Tentacle Attack or Fling. Ityak-Ortheel makes one tentacle attack or uses its Fling.

Chomp (Costs 2 Actions). Ityak-Ortheel uses its Swallow.

KAZGAROTH (KAZGOROTH)

Large monstrosity (shapechanger), chaotic evil
Kazgaroth (sometimes spelled Kazgoroth) is a massive, intelligent, tyrannosaurus-like, shapechanging creature. Often after killing a humanoid, Kazgaroth may assume their form to cause even more chaos. While its body is likened to a tyrannosaurus, its arms and claws are proportional to its size (more like Godzilla than a tyrannosaurus).

Armor Class 18 (natural armor)

Hit Points 224 (16d20 + 64)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (7)	10 (0)	19 (4)	20 (4)	12 (1)	17 (3)

Saving Throws INT 7, CHA 6

Skills Deception 4, Perception 4

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities Charmed, Frightened

Senses passive Perception 21

Languages Common, Dwarvish, Elvish, Giant, Gnomish, Goblin, Halfling, Orc, Draconic, Sylvan (can't speak in tyrannosaurus form)

Challenge 18 (20,000 XP)

Innate Spellcasting. Kazgaroth's innate spellcasting ability is Intelligence (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *see invisibility*

Legendary Resistance (3/Day). If Kazgaroth fails a saving throw, it can choose to succeed instead.

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

Shapechanger. Kazgaroth can use its action to polymorph into a Small, Medium, or Large humanoid it has eaten, or back into its true form. Its statistics, other than its size, 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.

ACTIONS

Multiattack. Kazgaroth makes three attacks, only one of which can be a bite and only one of which can be a tail.



Mesmerizing Glare. As an action, Kazgaroth can cast *dominate person* with a 1-day spell duration at a range of 5 feet. The target must succeed on a DC 16 Wisdom saving throw or be dominated. Each hour, the victim makes a DC 14 Wisdom saving throw. On a success, they become free of the effects.

Bite (Tyrannosaurus Form). *Melee Weapon Attack:* 12 to hit, reach 10 ft., one target. *Hit:* 36 (4d12 + 10) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17) and must succeed on a DC 17 Constitution saving throw or be cursed with lycanthropy (roll randomly, refer to table used for *pseudolycanthropy* spell). Until this grapple ends, the target is restrained, and the Kazgaroth can't bite another target.

Claw (Tyrannosaurus Form). *Melee Weapon Attack:* 12 to hit, reach 5 ft., one target. *Hit:* 20 (3d6 + 10) slashing damage.

Tail (Tyrannosaurus Form). *Melee Weapon Attack:* 12 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage, thrown 10 feet in a random direction, and knocked prone.

LEGENDARY ACTIONS

Kazgaroth can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Kazgaroth regains spent legendary actions at the start of its turn.

Detect. Kazgaroth can cast *detect magic* or *see invisibility* spells.

Tail (Tyrannosaurus Form). Kazgaroth makes a tail attack.

LYCAN HUNTER

Medium humanoid, chaotic good

The Lycan Hunter has dedicated their life to hunting down and killing lycanthropes. Trained in specialized techniques to track lycanthropes, they are experts at finding and killing their foes.

Armor Class 16 (Studded Leather)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	18 (4)	16 (3)	11 (0)	13 (1)	10 (0)

Skills Perception 5, Stealth 6

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 3 (700 XP)

Lycan Hunter. The Lycan Hunter can cast *true strike*, *detect lycanthrope*, and *hunter's mark* spells each once per long rest. The *true strike* and *hunter's mark* spells may only be used against lycanthrope adversaries.

Lycan Scholar. The Lycan Hunter has advantage making Wisdom (Survival) skill checks related to foraging for herbs related to lycanthropy.

Also, the Lycan Hunter has advantage when making Intelligence (Investigation) and Intelligence (History) checks related to lycanthropes. Additionally, they have advantage on Intelligence checks to recall information about lycanthropes.

The Lycan Hunter also has advantage and grants advantage to others when making Wisdom (Medicine) checks using an Herbalism Kit related to curing and preventing the lycanthropy affliction, the onset of the curse, and diseases related to lycanthropy.

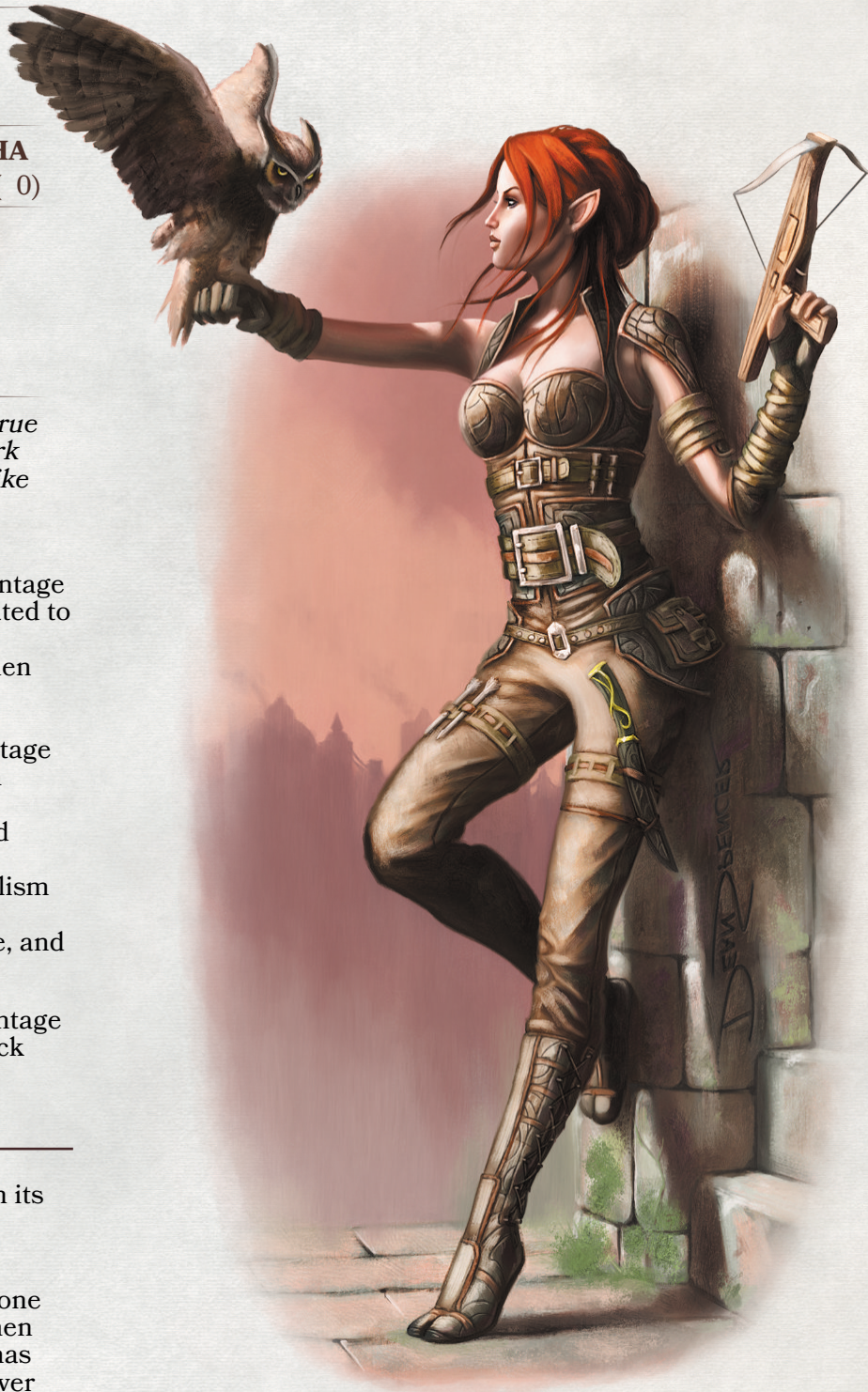
Lycan Tracker. The Lycan Hunter has advantage on all Wisdom (Survival) skill checks to track lycanthropes.

ACTIONS

Multiattack. The Lycan Hunter makes two attacks with its crossbow or one attack with its shortsword.

Hand Crossbow of Lycan Hunter. Ranged Weapon Attack: 6 to hit, range 30/120 ft., one target. **Hit:** 7 (1d6 + 4) piercing damage. When the Lycan Hunter targets a lycanthrope, it has advantage on the attack roll and ignores cover other than total cover.

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



THRUUN

Large beast (titan), chaotic evil

Thruun is an ancient god that was imprisoned by the Stones of Thruun located on the outskirts of the Icewind Dale village of Dougan's Hole. The shaggy creature is as large as a horse, with apelike arms and clawed hands. Its eyeless face resembles a wolf's, with long rows of four or five nostrils on each side of its face.

Armor Class 18

Hit Points 272 (16d20 + 112)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
25 (7)	23 (6)	25 (7)	13 (1)	21 (5)	15 (2)

Saving Throws STR 4, CON 4

Damage Resistance Cold

Condition Immunities Blinded

Senses blindsight 60 ft., passive Perception 13

Languages —

Challenge 14 (11,500 XP)

Legendary Resistance (3/Day). If Thruun fails a saving throw, it can choose to succeed instead.

Regeneration. Thruun regains 10 hit points at the start of its turn if it has at least 1 hit point. When it takes radiant damage or damage from a silvered weapon, its regeneration doesn't function on its next turn.

Scattering Bound. Each round on an initiative of 20, Thruun can jump up to 40 feet. This movement doesn't provoke attacks of opportunity. When it lands, Thruun can make a claw attack against any enemy within 10 feet of it. If an effect prevents Thruun from moving, that effect ends instead of Thruun using this feature.

ACTIONS

Multiattack. Thruun make three attacks, only one of which can be a bite.

Claw. Melee Weapon Attack: 12 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 7) slashing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be pushed 5 feet away. On a saving throw failure of -5 or more, the target is pushed 10 feet away.

Bite. Melee Weapon Attack: 12 to hit, reach 5 ft., one target. *Hit:* 8 (2d12 + 4) piercing damage, and the target falls prone. The target must succeed on a DC 19 Constitution saving throw or be afflicted with Malar's Fury disease after the end of the encounter.

REACTIONS

Savage Rebuke. When a creature scores a critical hit against Thruun, Thruun makes a claw attack against the triggering enemy.



TEMPLATES

BLACKTOOTH LYCANTHROPY

Humanoids turned into lycanthropes from the blacktooth concoction have special traits unique to the transformation. All attributes, traits, and abilities are same as normal lycanthropy unless specified below.

Appearance. Blacktooth lycanthropes have black teeth and gray gums.

Speed. Same as normal lycanthrope with an additional +10 bonus to base speed in each form.

Armor Class. The victim's AC increases by +8 in all forms. In hybrid form, the lycanthrope's natural armor bonus is equal to the base creature's natural armor bonus +8 or the animal's natural armor bonus +8 (whichever is higher).

Special Attacks. Same as normal lycanthropy with the additional special attack listed below.

Curse of Blacktooth Lycanthropy. Any humanoid or giant which suffers a first-generation blacktooth lycanthrope's bite attack in animal or hybrid form must succeed on a DC 18 Constitution saving throw or contract blacktooth lycanthropy. Victims who succumb to the disease suffer their first involuntary transformation one minute after failing the saving throw. If the victim's size isn't within one size category of the blacktooth lycanthrope's base animal, the victim is immune to this effect. Second-generation or later blacktooth lycanthropes spread the standard curse of lycanthropy as other natural lycanthropes.

Rage. If a blacktooth lycanthrope takes damage while in animal form, they turn into a berserk rage on their next turn. They fight until they or their opponent is dead. The blacktooth lycanthrope can't voluntarily end their rage. While in a rage, they gain +2 AC, regeneration of 5 hit points granted at the beginning of each blacktooth lycanthrope's turn, and a bonus action claw attack.

Special Qualities. Same as normal lycanthropy with the additional special qualities listed below.

Senses. Darkvision 60 ft.

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

Abilities. All blacktooth lycanthropes suffer a permanent -2 penalty to their Wisdom scores.

Alignment. Always evil.



CHOSEN OF MALAR

It is very rare to be selected as a Chosen of Malar. You must be a lycanthrope.

All abilities are of the essence of Malar and can be revoked at any time. All attributes, traits, and abilities are same as normal lycanthropy unless specified below.

The Chosen of Malar doesn't age, but will die of old age at an appropriate date subject to its base race. Additionally, the Chosen of Malar has no need for sleep, but the Chosen must rest to prepare spells.

Armor Class. 4 Natural Armor

Abilities. Strength 4, Constitution 10

Speed. Same as normal lycanthrope with an additional 10 bonus to base speed in each form.

Senses. Blindsight 60 ft. Darkvision 120 ft.

Special Attacks. *Claws of the Chosen* ("Claws of Malar"). You have a +3 bonus to hit and damage rolls you make with this magic weapon. The claws deal 2d6 piercing or slashing damage (your choice).

On a hit, the target must make a DC 15 Constitution saving throw. On a failed saving throw, the creature suffers internal bleeding and its hit point maximum is reduced by 2d8 hit points. The creature's maximum hit points can't be reduced below 1. The creature's hit point reduction persists until the creature is a target of a greater restoration spell.

As a bonus action, if the Chosen of Malar attacked with *Claws of the Chosen*, it can make an additional attack with *Claws of the Chosen*.

Special Qualities. Same as normal lycanthropy with the additional special qualities listed below.

Condition Immunity. Disease

Damage Immunity. Poison

Damage Resistance. Acid, Cold, Fire, Lightning, and Thunder

Legendary Resistance (1/Day). If the Chosen fails a saving throw, it can choose to succeed instead.

Lord of Beasts. The Chosen has advantage on all Charisma-related skill check when dealing with lycanthropes.

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

Peerless Hunter. The Chosen has advantage on all Wisdom (Perception) and Wisdom (Survival) checks.

Regeneration. The Chosen regains 10 hit points at the start of its turn if it has at least 1 hit point.

Senses. Darkvision 120 ft.

Legendary Actions. The Chosen of Malar can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Chosen of Malar regains spent legendary actions at the start of its turn.

Claws of the Chosen ("Claws of Malar") **Attack.** The Chosen of Malar makes a *Claws of the Chosen* attack.

Command Ally. The Chosen of Malar targets one ally it can see within 30 feet of it. If the target can see and hear the Chosen of Malar, the target can use its reaction to make one weapon attack and has advantage on the attack roll.

ADDITIONAL CREATURES

In addition to beasts of Malar and evil lycanthropes, the table below provides creatures that are often associated with Malar and his followers.

COMMONLY ASSOCIATED CREATURES

Creature	CR	Source
Displacer Beast	3	Monster Manual
Leucrotta	3	Volo's Guide to Monsters
Owlbear	3	Basic Rules
Peryton	2	Monster Manual

APPENDIX D: OTHER RULES

DISEASES

MALAR'S FURY

Malar's Fury targets humanoids. While Malar has no known or direct association with the disease, it bears Malar's name because a Malarite released Thruun from its imprisonment.

Thruun is the only known host of the disease. It is possible that the disease is a side effect of the ritual used to release Thruun from its imprisonment within the Stones of Thruun. It is spread through Thruun's bite.

Incubation Time. Symptoms manifest 1d4 hours after infection and include red and watery eyes and irritability.

Symptoms. There are three stages of the disease.

Stage 1. When the victim is within 10 feet of a visibly wounded (not at maximum hit points) enemy, the victim has disadvantage on attacks that don't include a wounded enemy as a target.

Stage 2. When the victim is within 10 feet of a visibly wounded enemy, the victim gains a level of exhaustion if it makes an attack that doesn't include the wounded enemy as a target.

Stage 3. When the victim is within 10 feet of a visibly wounded enemy, the victim is stunned if it makes an attack that doesn't include the wounded enemy as a target.

Cure. At the end of each long rest, the victim must make a DC 19 Constitution saving throw. On a success, the disease decreases a stage. On a failure, the disease increases a stage.

When the disease has decreased to stage 0, the victim has recovered. The disease can also be cured using the *greater restoration* or *heal* spell.

MOON FRENZY CURE INGREDIENTS

Source Phenotype	Ingredients
Wereape	bergboegoe tree bark
Werebadger	poppy
Werebat	skullcap
Werbear	honeysuckle
Wereboar	camphor
Werefex	juniper berry, canine bones
Werelion	avocado tree bark
Werepanther	catnip
Wererat	poison ivy
Wereraven	jasmine
Weretiger	ginseng
Werewolf	wolfsbane
Werewolverine	black lotus seeds

MOON FRENZY

Moon Frenzy targets humanoids. Although lycanthropes and shifters are both immune to the disease's effects, they act as carriers.

The disease is spread through interaction with an infected carrier. Most often the disease is spread through claw attacks from an infected lycanthrope. Non-lycanthropes are not carriers of the disease.

Since lycanthropes are immune to the effects of the disease, Moon Frenzy rapidly spreads unnoticed through a lycanthrope pack. Since this is considered a disease, Malarites will tirelessly work to rid their Hunt and others of it, as commanded by the *Gospel of Saernclaws*.

The origin of the disease is unknown and cases have been documented over the last few decades. Since the first known record, the disease has adapted and mutated to a stronger and more resilient strain called Greater Moon Frenzy.

Incubation Time. Symptoms manifest 1d4 hours after infection and include a fever and itching. The victim has a disadvantage to all Wisdom checks.

Symptoms. When a wounded victim bleeds, they must make a DC 13 Constitution saving throw at the end of each of its turns.

On a failure, on its next turn the victim must make a melee weapon attack against the creature nearest to it. If the victim can make extra attacks as part of the Attack action, they must use those extra attacks, moving to attack the next nearest creature after reducing the first target to 0 hit points. If they have multiple possible targets, they attack one at random.

Cure. Due to the rarity of the disease, the cure for Moon Frenzy, while mundane and easy to acquire, isn't well known except among lycan hunters, specialty trained medical professionals, and clerics of Selûne. The disease can also be cured using a *greater restoration* or *heal* spell.

Moon Frenzy can be cured using herbs specific to the phenotype of the source. For example, wolfsbane cures the disease originating from a werewolf carrier. Given an hour, a character who has proficiency with an herbalism kit can turn the herb into one dose of ointment.

Applied to the victim's skin before a long rest, one dose of it prevents the disease from worsening after that rest and the DC for the saving throw decreases by 1d6. After three consecutive doses over three days, the ointment cures the disease entirely.

Each day while the ointment is applied, the victim must succeed on a DC 13 Constitution saving throw. On a success, they vomit 2d4 ounces of substance within 30 minutes. On a failure, they vomit 4d4 ounces of substance within 10 minutes.

MOON FRENZY, GREATER

This rarer strain of Moon Frenzy requires a DC 18 Constitution saving throw. Curing the disease requires five consecutive doses over five days. The disease can also be cured using the *greater restoration* or *heal* spell.

DRUGS & POISONS

BLACKTOOTH FUNGUS (INGESTED)

Blacktooth fungus was discovered hidden deep within a cave the northeast section of the Glimmerwood, formerly a separate forest called the "Laednon." The druid Kazok, a member of Anth-Malar's Furious Hunt, concocted a mixture using the fungus which quickened the onset of the lycanthrope curse to seconds rather than days.

The blacktooth paste turns the victim's teeth black and gums gray and scaly. When the paste is ingested by a victim within minutes after contacting the lycanthrope curse, these first-generation victims gain additional lycanthropy abilities. Second-generation blacktooth lycanthropes (those infected by a blacktooth lycanthrope) don't gain any abilities beyond normal lycanthrope abilities.

A creature who ingests this fungus must succeed on a DC 16 Constitution saving throw or take (4) 2d4 poison damage and must repeat the saving throw each hour. On each successive failed save, it takes 1d4 poison damage. After three successful saves, the poison damage ends. If a willing creature ingests, they automatically fail the saving throw. The fungus has no effect on constructs or undead creatures.

In addition, the following effects persist for 48 hours:

- Has poisoned condition
- Has disadvantage on all Wisdom checks
- Gains 30-foot darkvision
- Gains advantage on all Strength checks

All effects end after 48 hours or when the poison is neutralized by a potion or spell such as the *protection from poison* spell.

Prolonged usage of blacktooth fungus results in the creature's teeth growing darker with every dose until they turn black. Extreme usage may result in a decreased mental capacity resulting in what has labeled as a "feral state".

Purchasing Blacktooth Fungus

The fungus cannot be found for purchase, except through a Silver Marches black-market dealer or a corrupted druid or ranger of the Silver Marches region. Since the fungus is so rare, availability within black markets is scarce to none.

The current black-market price per dose fluctuates greatly due to its recent discovery and usually ranges between 750 and 1,500 gp.

Foraging Blacktooth Fungus

When a character spends their downtime searching caves in the northeast portion of the Glimmerwood near Silverymoon, they can attempt to forage blacktooth fungus.

The fungus is a small, brightly-colored mushroom that grows within wet, dark caverns. The cap is convex with a central depression. When moist it is a deep purplish lilac with black striations at the margin. The stem is the same color as the cap. The flesh is without a distinctive taste or smell.

A character must make a DC 20 Wisdom (Survival) check to locate the fungus. On a success, the character finds 1d4 doses. A foraging character finds nothing on a failed check. The character may make one foraging check per day.



BLOODLEAF (INGESTED)

A creature who ingests the leaves of this plant must succeed on a DC 15 Constitution saving throw. On a failure, it takes (3) 1d6 poison damage and becomes stunned for 1 round. If a creature willingly ingests, they automatically fail the saving throw. The plant has no effects on constructs or undead creatures.

Additionally, the following effects persist for 1 hour:

- Has poisoned condition
- Takes extra 1 necrotic damage on each wound

Additionally, if the creature is a beast, fey, lycanthrope, shifter, or monstrosity, they gain the following effects:

- The scent of blood causes them to enter a blood rage giving them advantage on melee weapon attack rolls using Strength, but all attack rolls against them also have advantage.
- Gains advantage on Constitution checks.
- Gains (6) 2d6 temporary hit points, which are lost when the effect ends.

All effects end after 1 hour or when the poison is neutralized by a potion or spell such as the *protection from poison* spell.

Prolonged usage of bloodleaf results in decreased effects. Extreme usage may result in the creature becoming paralyzed for the duration.

Bloodleaf Berries

When ingesting or chewing on fresh bloodleaf berries, you automatically gain the poisoned condition and you must make a DC 18 Constitution saving throw. On a failure, you go berserk for 15 minutes or until you become incapacitated. On a success, you make another saving throw each minute of ingestion until 15 minutes after the last bite. Upon going berserk, you do not consume any additional berries.

When ingesting dried or stale bloodleaf berries, older than 24 hours, you automatically gain the poisoned condition and take 3d4 necrotic damage.

Bloodleaf Root

When ingesting or chewing on fresh bloodleaf roots, you automatically gain the poisoned condition and you must make on a DC 15 Constitution saving throw. On a failure, you go berserk for 10 minutes or until you become incapacitated. On a success, you make another saving throw each minute of ingestion until 10 minutes after the last bite. Upon going berserk, you drop the root.

When ingesting dried or stale bloodleaf roots, older than 48 hours, you automatically gain the poisoned condition and take 2d4 necrotic damage.



Purchasing Bloodleaf

Bloodleaf cannot be found for purchase, except through a black-market dealer. The price per dose is 100 gp.

Foraging Bloodleaf

When a character spends their downtime searching the jungles of Chult, they can attempt to forage for bloodleaf.

The herbaceous plant grows one to two feet tall and has toothed bipinnate leaves. The flowers are white and the fruit are an oval glossy red berries. Both the berries and the roots are even more potent than the leaves. However, both the berries and the roots do not transport very well, so they are more difficult to locate outside of Chult.

A character must make a DC 20 Wisdom (Survival) check to locate the plant. On a success, the character finds 2d6 doses. A foraging character finds nothing on a failed check. The character may make one foraging check per day.

BURNT DHIXIN FUMES (INHALED)

A creature that inhales the burning leaves of dhixin weed rolls a d20 and succeeds on a roll of 10 or higher. On a failure, it gains a short-term madness (see chapter 8 “Madness” section of the *Dungeon Master’s Guide*) for (9) 3d6 minutes. The plant has no effects on constructs or undead creatures.

Beasts, fey, lycanthropes, shifters, and monstrosities automatically succeed on the roll to avoid short-term madness effects. Creatures with strong ties to nature (such as a Druid, most rangers, or subclasses such as Nature Domain cleric) may add their proficiency bonus to the initial rolls.

Additionally, the creature has the charmed condition, as the *charm person* spell, effect which persists as long as the creature continues to inhale the smoke and 10 minutes after leaving the affected area.

Divine Dhixin Vapor

When dhixin weed flowers are steeped in boiling holy (or unholy) water, and the vapors of the resultant tea are inhaled, it has additional effects.

In addition to the charm effect, the creature rolls a d20. On a roll of 17 or higher, they receive the benefits of an *commune* spell. Otherwise, on a roll of 10 or higher, they receive the benefits of an *augury* spell. The divine requests are responded by whichever deity blessed the water. Once you use this benefit, you can’t use it again until you finish a long rest.

If a creature drinks the resultant tea, it automatically gains a short-term madness (see chapter 8 “Madness” section of the *Dungeon Master’s Guide*) for (9) 3d6 minutes.

Purchasing Dhixin Weed

The dhixin weed cannot be found for purchase, except through a black-market dealer. The price per dose is 500 gp.

Foraging Dhixin Weed

When a character spends their downtime searching the cold deserts of the Hordelands, they can attempt to forage dhixin weed. The weed has arrowhead-shaped leaves and star-shaped flowers with five purple petals and yellow stamens.

A character must succeed on a DC 20 Wisdom (Survival) check to locate the plant. If discovered, the character finds 1d4 doses of the plant. A foraging character finds nothing on a failed check. The character may make one foraging check per day.



APPENDIX E: PLOT HOOKS

Blood Eagle

Carrion creatures (vultures, carrion crawlers, etc.) are spotted somewhere ahead off the road. As you approach the scene, the smell of death fills the air. Investigation leads to a corpse with their hands chopped off and ribs cracked to open form the grotesque wings called the “Blood Eagle.”

When the party arrives in the nearby town, many townsfolk are arguing over whether or not to continue their expansion into the forest by clearing several dozen acres of hunting grounds to be used for farming land. The defiled corpse discovered by the party is revealed to be the town’s woodcutter.

The Malarite Hunt that claims the territory takes issue with their expansion and has left them a clear message.

Business Acumen

Business is good for an enterprising local store owner. Supplies to ward off lycanthropes are fetching outrageous prices due to high demand.

The lycanthrope sightings and first-hand stories of seeing someone cured of lycanthropy have started to spread outside of this town and have caught the attention of the characters.

In actuality, the business owner discovered a *wand of pseudolycanthropy* and has been using it against unwilling townsfolk to promote and sell his fraudulent remedies.

As an additional complication, a Lycan Hunter shows up in town and starts killing innocent villagers.

Elf-Eater Does Whatever an Elf-Eater Can

Over a century ago, Ityak-Ortheel was banished to Arvandor by Princess Moonflower of Evermeet. Malarites and eleven scholars both agree on one thing: Toril is overdue for another appearance by the monstrosity.

A Malarite priest has received a vision of artifact which can open a portal and bring Ityak-Ortheel to Toril. The Malarite Hunt destroys anything in their path to the artifact.

Enemy of My Enemy is Still My Enemy

The characters learn that a Hunt leader will be at a specific location. The details of this information are passed via a messenger who won’t reveal their source.

In fact, the source is a Hunt lieutenant hoping the characters kill the Hunt’s leader so they may claim leadership. The lieutenant believes the current leader is weak because they won’t launch open raids against the nearby townsfolk. However, the lieutenant has a plan to allow the characters to kill the leader, so they may take the leader role and seek revenge upon the townsfolk.

Gifts You Can’t Refuse

A heated debate within the town is in progress when the characters arrive. The townsfolk have gathered to discuss three freshly-killed elk found at the edge of the village. These gifts are offered in advance of the Feast of the Stags.

While the town suffers from either a bitterly cold winter, drought, or just a poor farming season, they are divided on whether to accept the gifts or burn the offerings.

If the gifts are burned (either by a consensus among the townsfolk or a group of vigilantes who steal and burn the gifts), it upsets the Hunt who offered the gifts to the village. The Hunt begins to kill one villager each night over the next tenday starting on the night of the Feast of Stags, Highharvestide.

Legend of the Staff of Fury

The *Staff of the Wildlands* is one of four items related to the legend of the *Staff of Fury*. The story says that when the *Staff of Frost*, *Staff of Wildlands*, *Staff of Thunder and Lightning*, and a fourth as yet unnamed and undiscovered staff relating to the sea are bound together and a specific chant is sung for 24 hours over the staves, the four staves combine to create the *Staff of Fury*.

Lost City of Vehlarr

A pair of werewolf scholars believe they have discovered the location of the ancient city of Vehlarr. The scholars hire the group as mercenaries to accompany them into the Wood of Sharp Teeth (near Baldur’s Gate) in hopes of finding either ruins of the city or a passage into another plane where the city is believed to exist. The werewolf stories passed down for generations say that you can enter the city on the night of a full moon.

An additional complication is revealed when lycan hunters seek to kill the werewolves, either because the werewolves are actually evil lycanthropes seeking to retrieve a legendary artifact from Vehlarr or because the lycan hunters believe all lycanthropes—good or evil—must die.

Nimble Fingers, Shiny Coin

For characters who enjoy pick pocketing or those who can't resist finding new shiny objects, the *Coin of Malar* comes into their possession and they can't get rid of it.

Each night, their nightmares urge them to travel to a specific destination (such as a remote forest or cavern) and nearly drive them mad. As they resist, the daily psychic damage grows stronger. Once they give in to the call, the psychic damage lessens.

The coin leads the character to unlock a powerful ally or artifact of Malar. It may be a great leader imprisoned by druids, an ancient beast who seeks to destroy or wreak havoc, or a powerful evil artifact. After being used as a key, the coin dissolves and the character is freed from the psychic damage and nightmares.

Night of Misrule

As the characters enter a small hamlet, the villagers are shuttering their doors and windows as if a great storm was coming. The hamlet's tavern is open to serve food and drink but closes an hour before sunset. Lodging is initially refused by all innkeepers, unless persuaded otherwise.

Investigation discovers that tonight at sunset begins the "night when the old gods walk." Laws aren't enforced from sunset to sunrise and "any and all crime is legal."

Villagers (and maybe some outsiders who traveled here especially for the night) wear masks. During the night they terrorize people, destroy property, loot, and even murder. Because most of the villagers aren't evil, the majority of activities are somewhat mundane, such as throwing rocks through windows or stealing wine from the general store.

The characters can try to protect innocents as the events unfold or try to prevent the misrule in the streets. (Use the movie "*The Purge*" for inspiration.)

As an additional complication, a villager has discovered and used the *Mask of Ralam*, believing it was a simple mask, and now villagers are dead.

Quarry Interrupted

As the characters sleep around a forest campfire, a frightened humanoid bolts through the forest towards the sleeping party running for their life. Out of breath, they beg for protection, saying they are being hunted.

In fact, the humanoid is the quarry of a High Hunt and they must survive until sunrise to earn their freedom.

As an additional complication, the humanoid is an evil criminal who volunteered to be the quarry in exchange for being pardoned of their crime. They try anything to survive until sunrise, including turning against the characters, or making it so the Malarites chase the characters in order to save their own life.

Return of the King

While participating in a purification ceremony at the biannual assembly, several Dambrath Huntmasters have a vision of the ancient, dead King Reinhar I. After retelling their stories to their priests, the collection of Hunts come to a common agreement and understanding—Malar seeks to resurrect King Reinhar in order to conquer Dambrath once more.

In order to do that, the Dambrath Malarite Hunts need to perform multiple sacrifices of intelligent creatures of considerable power to release the spirit of King Reinhar I.

Alternatively, the *Coin of Malar* may be used as the key to unlock the Tomb of the Dead Kings to allow the ritual to begin or be the instrument to bring about the return of King Reinhar. This item could fall into the possession of the adventuring company, forcing them to travel to the Tombs of the Dead Kings and place the coin on the tomb (or altar or statue) to release the spirit which the adventuring party then need to destroy.

King Reinhar I may possess the body of a Malarite Huntmaster, be released as a spirit providing guidance on how the Dambrath Hunts can conquer the region once more, or be resurrected as a **death knight** (CR17), **sword wraith commander** (CR8), **revenant** (CR5), or **wraith** (CR5).

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Expedition to Evereska
Illustration of Ityak-Orthee
from survivor accounts.
Daily 3gp (ea), Expenses 250gp (ea)

Total: 640gp
Issued To: Cie Faith and
Barrowborn Iron Drake

Research bloodleaf,
Survey of Mainu's influence
Daily 3gp (ea), Expenses 750gp (ea)

Total: 1680gp
Issued To: Cie Faith and
Barrowborn Iron Drake

The High Mountains

Dragonspear
Castle



Invoice
Expedition to Moonshaes
Interviews on Moray Isle,
Kazgaroth sketches
Daily 3gp (ea), Expenses 650gp (ea)
DENIED
Total: 1465gp
Issued To: Cie Faith and
Barrowborn Iron Drake

LYCANTHROPEs

Only Females! How?

WEREFox

WEREHYENA

WEREWOLF

WERELEOPARD

WERELION

WEREOWL

WEREPANTHER

WEREPegasus

WERERAT

WERERAVEN

WERESerpent

WERESHARK

WERESTAG ^{Jungarwood?}

WERESpIDER ARANEA

WERETIGER

WEREWOLF

WEREWYV

WOLFWE

BIRD MAIDEN

COYOTLEWERE

HENGEVOKAL

JACKALWERE

LYTHARI

SEAWOLF

SHIFTER

WEREAPE

WEREBADGER

WEREBAT

WEREBEAR

WEREBISON

WEREBOAR

WERECAT

WERECOUGAR

WERECROCODILE

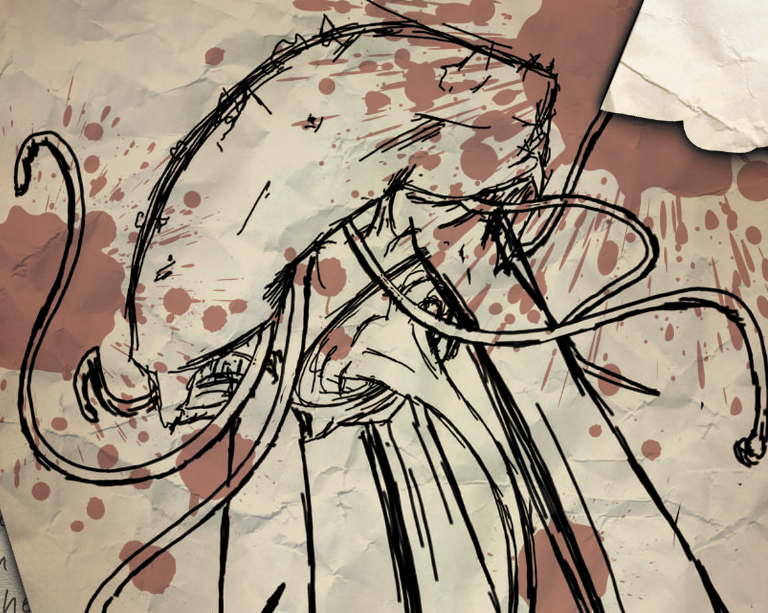
WEREDOG

WEREDOLPHIN

Adder
Swamp

f the
news

it will be
date, we've constructed two large ten
nd The Temple of the Beast. Many o
ding one for Selune. Historians will r
inning of our freedom from oppression
xplain how great being here feels. Living
erience that I've never felt before. We n
those who would kill us because we're diff
w we were born! We can finally be true to
ere are problems, the sorcerer Vehlarr has
ons in peace. Since Sehanine Moonbow cont
illusion spell to protect us, her follow
they have dominion



Map

PLEASE COME SEE ME AT ONCE!

I'M CONCERNED OVER YOUR MENTAL WELL-BEING. YOU'VE MISSED YOUR LAST FIVE COUNSELING SESSIONS. YOU NEED TO TALK TO SOMEONE.

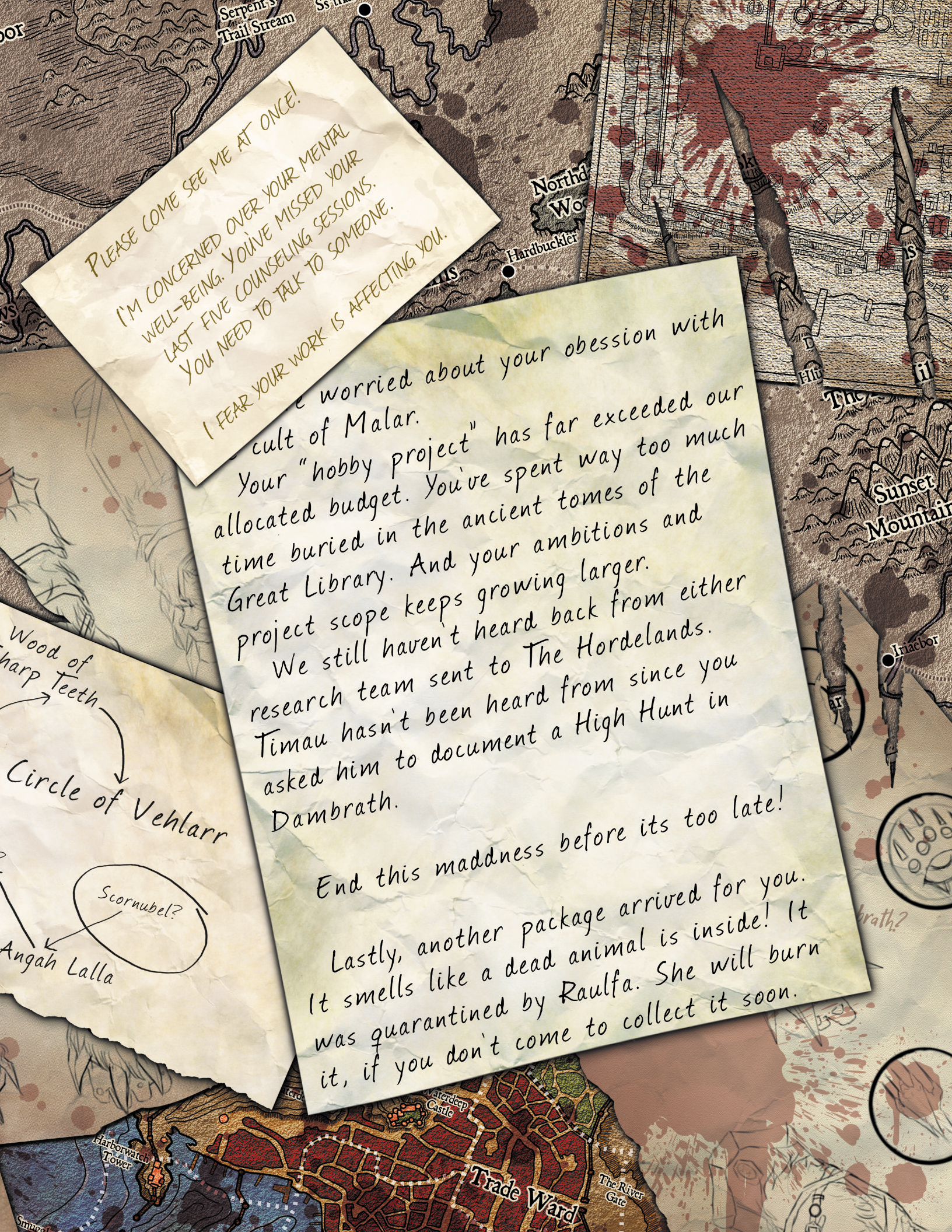
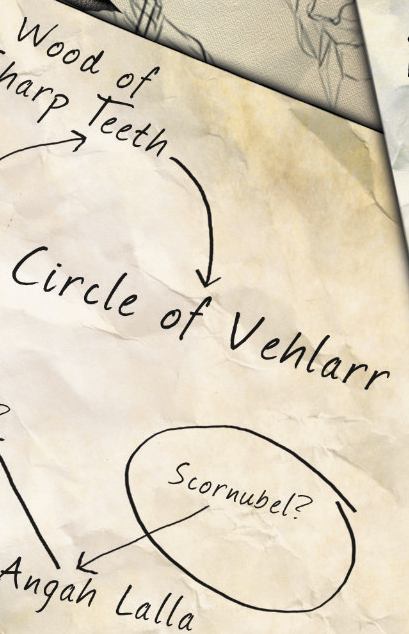
I FEAR YOUR WORK IS AFFECTING YOU.

I'm worried about your obsession with your "hobby project" has far exceeded our allocated budget. You've spent way too much time buried in the ancient tomes of the Great Library. And your ambitions and project scope keeps growing larger.

We still haven't heard back from either research team sent to The Hordelands. Timau hasn't been heard from since you asked him to document a High Hunt in Dambrath.

End this madness before its too late!

Lastly, another package arrived for you. It smells like a dead animal is inside! It was quarantined by Raulfa. She will burn it, if you don't come to collect it soon.



Hail the rise of the bloodstained moon!
The time for hunting draws nigh.
The Beastlord teaches that the strong
and bold shall prey on the weak and,
in so doing, purge the land of sickness and disease.

Beneath these ancient boughs,
the way of the beast still reigns unchecked,
and those who bear axes and ploughs
dare death if they enter Malar's demesne.

Now join me in the shape of the beast
as we stalk the sacrificial stag.
Remain alert for interlopers who see only
trees to be felled and fields to be plowed,
for they are a burgeoning plague
that afflicts the natural cycle.

Hunt, howl, and chant the Bloodsong,
for the forest shall soon run wet with blood!

Hunt often, in honor of the Beastlord.

Slaughter your quarry bloodily,
so it knows its slayer and its doom.

Slay no young, no gestating creature, and no deepspawn,
so as not to lessen the quarry for hunts ahead.

Ignore laws, and battle law keepers.

The only true law is the will of Malar,
and where Malar is silent, the law of the wild prevails:
The strong do as they please, and the weak flee, obey, or die.

Stand against woodcutters and clearers of the land,
feed the hungry from the bounty of your hunts,
and obey no priest of another god.

Taste the blood of those you kill, and never slay from a distance.

Know cunning and the ways of the wild, but never fear.

Face your foes and prevail.



GATHER THE FAITHFUL. THE TIME HAS COME FOR A GREAT HUNT.

The Forgotten Realms god of the hunt is feral, wild, and vicious: Malar is the dark side of nature. The civilized people of Faerûn might pray to Malar out of fear or before hunting. But they also forbid worshiping him and loathe his followers, considering them savage murderers.

Assembled from the vast collection of knowledge contained within Candlekeep's Great Library—along with all-new information—*Malar: The Beastlord Compendium* details everything there is to know about Malar, his followers, their faith, and their practices, rites, and sacrifices.

Malar: The Beastlord Compendium is a resource for Dungeon Masters and players alike, featuring new character options to inspire and flavor your game.

For use with the fifth edition
DUNGEONS & DRAGONS.