

# FORGOTTEN REALMS

## BLOOD OF THE LYCAN

Carl Vandal

**A Unique Background and Archetype  
for the Forgotten Realms.**



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## INTRODUCTION

“**B**lood of the Lycan” provides details regarding a new background and archetype that can be used in your campaign. Although designed for use in the Forgotten Realms, “Blood of the Lycan” can be used in any campaign setting.

## BACKGROUND

There are numerous tales in the Realms of how the first lycanthrope came to be.

Some attribute the original lycanthropes to Malar, the beastlord, saying that thousands of years ago the beast god used barbaric human tribes to create the first lycanthropes. Those that believe this story push forward the savage, bestial nature of werewolves and wereboars as evidence that Malar must have been involved.

Others attribute the creation of lycanthropes to Selûne, goddess of the moon, saying that she bestowed a blessing upon a group of young human orphans to help them survive in the dangerous wilds. Those that believe this story push the connection between lycanthropy and the cycle of the moon as evidence that Selûne must have been involved.

Still others hark back to the tales of the Lythari, a tribe of good-aligned elven werewolves that date their origin back to the first elven explorations of Faerun. Scholars that link the origin to this suggest that other true lycanthrope species possibly travelled to Faerun in a similar manner to the Lythari, bringing with them the disease that they then inflicted upon others.

The true origin of the disease or curse has long been lost to legend, and it is unlikely that it will ever be revealed, although rumors exist of a book kept in Candlekeep that has details of the true origin.

## LYCANTHROPY

Lycanthropy is a condition, disease or curse that causes humanoids and giants to change form. Those individuals afflicted with the lycanthropy are generally referred to as lycanthropes or were-creatures.

Lycanthropes are shapechangers with at least two forms, that of a humanoid and that of a particular kind of animal. In humanoid form, they appear no different than a typical specimen of that type and their natural life expectancy is the same. Lycanthropes can disguise themselves somewhat through their shape-shifting abilities, either taking on a form almost identical to a



humanoid but with subtle details revealing their true nature such as pointed teeth or long fingernails. Similarly, lycanthropes can assume an animal form, which would be a perfect disguise except for the unusual spark of intelligence in their eyes that sometimes gave them away. Some lycanthropes can also take on an intermediate "hybrid form", superficially resembling their humanoid form but with the head of the specific animal whose shape they can also take.

Some lycanthropes are in control of their ability to transform, and others are not. Most lycanthropes have some empathy with animals with which they share their forms. Most lycanthropes are humans or elves, but orc and goblin lycanthropes also exist, and, although rare, dwarves and others have also been afflicted with lycanthropy.

Most true lycanthropes view their condition as a gift, whereas afflicted lycanthropes are more likely to be horrified by it and attempt to find a cure, using belladonna or magical means. However, all lycanthropes are usually secretive about their condition because of the social stigma attached to it and many end up as lonely adventurers.

No deity in the Realms has the portfolio of lycanthropy; most things in life are not represented by portfolios, which are mortal ways of looking at what elements of mortal life deities seek to dominate or be associated with.

Eldath most fiercely stands against lycanthropy, and Selûne, as goddess of the moon, is most closely associated with it, though priests of Malar claim the beastlord is closer, and even priests of Nobanion, king of beasts, have in the past claimed their god has dominion over the condition of lycanthropy, although not of lycanthropes themselves.

### Afflicted

Those beings afflicted with lycanthropy normally take one of three types - infected, induced or cursed.

#### Infected

Any individual that suffers an injury, normally from the bite of a lycanthrope, could become infected by the disease. A [greater restoration](#) spell can usually rid an infected lycanthrope of the disease.

#### Induced

Any individual gaining their lycanthropy because of a

magical item would be classified as an induced lycanthrope. As long as the individual retains possession of the magical item, they have the abilities of a lycanthrope but cannot pass this onto others through causing injury. In most cases, magical items capable of granting lycanthropy can only be given up upon the death of the owner. However, in rare cases, the item can be exchanged between the owner and another individual if the individual completes a mystical challenge to prove their worth.

#### Cursed

Any individual gaining their lycanthropy by having a spell, such as greater curse, cast upon them or by interacting with a fey or demonic creature that alters their nature. Removal of the curse may be possible but usual requires that the cursed individual completes a quest to overcome the curse. There are suggestions that a [wish](#) spell may also be able to remove the curse from individuals afflicted in this manner.

### True Lycanthropes

As was discovered long ago, the offspring of two lycanthropes can potentially inherit the trait. Individuals with this form of lycanthropy are referred to as true lycanthropes. True lycanthropes can breed with other true lycanthropes of the same species, and all of their offspring are guaranteed to carry the trait.

The offspring of a true lycanthrope that breed with a non-lycanthrope might have the trait, marking them a true lycanthrope or may not carry the trait. However, these rare individuals are referred to as Lycan Blood.



## LYCAN BLOOD

At some point in your ancestry a member of your family was a true lycanthrope. However, your family line did not inherit the lycanthrope trait but instead became Lycan Blood.

Your family are marked by this, although very few would recognise the signs. Others might refer to you as hot-tempered or animalistic in nature. There is always a worry that someone might realize your true nature and reveal it, leading to you suffering from the stigma associated with being a Lycan Blood.

### *Skill Proficiencies:*

[Deception](#), [Nature](#)

### *Tool Proficiencies:*

Any one tool set, musical instrument, or gaming set of your choice.

### *Languages:*

Any one of your choice.

### *Equipment:*

A small knife, one set of travelers clothes, any one musical instrument or gaming set you are proficient with, and a pouch containing 10 gp.

## **Feature: Blood of the Lycan**

Individuals gifted with Lycan Blood can do amazing things, dependent upon their skill, talent, and their ability to harness their lycanthropic bloodline. In general, Lycan Blood can be stronger, more resilient, quicker, and more agile, more resistant to injury, and have sharper senses. Some Lycan Blood have been reported to have enhanced empathic abilities, while others have been rumored to be able to transform themselves into a hybrid-form, almost like true lycanthropes. The abilities that Lycan Blood can manifest is linked to the type of lycanthrope there are descended from - you need to select one from Bear, Boar, Rat, Tiger or Wolf lineage.

All Lycan Blood share the following traits, regardless of the lycanthropic species their bloodline is connected to:

- **Claws** - Each of the Lycan Blood's hands transforms into a claw, which can be used as a weapon if it's empty. It deals 1d6 slashing damage on a hit. Once on each of the Lycan Blood's turns, when they attack with a claw using the [Attack](#) action, they can make one additional claw attack as part of the

same action.

- **Heightened Senses** - the Lycan Blood has sharper senses than most beings, as a result they gain advantage on any Wisdom ([Perception](#)) checks that rely on hearing or smell.
- **Immunity to all forms of Lycanthropy.**

## **Suggested Characteristics**

You have learned to live with the animalistic nature of the blood that flows through your veins. However, hiding your true nature has molded you, as has the fear of being discovered and the impact that may have on your position in your community.

d8	Personality Trait
1	I prefer the company of those who aren't like me, including people of other races.
2	When I set my mind to something, I follow through no matter what gets in my way.
3	I feel far more comfortable around animals than people.
4	I have a lesson for every situation, drawn from observing nature.
5	I eat like a pig and have bad manners.
6	To me, a tavern brawl is a nice way to get to know a new city.
7	I refuse to become a victim, and I will not allow others to be victimized.
8	I have different assumptions from those around me concerning personal space, blithely invading others' space in innocence, or reacting to ignorant invasion of my own.

d6	Ideal
1	Change. Life is like the seasons, in constant change, and we must change with it. (Chaotic)
2	Community. We have to take care of each other, because no one else is going to do it. (Lawful)
3	Inquisitive. Everything is new, but I have a thirst to learn. (Neutral)
4	Respect. People deserve to be treated with dignity and respect. (Good)
5	I'm a monster that destroys other monsters, and anything else that gets in my way. (Evil)
6	Suspicious. I must be careful, for I have no way of telling friend from foe here. (Any)

d6	Bond
1	Those who fight beside me are those worth dying for.
2	I am the last of my lineage, and it is up to me to ensure my family name enters legend.
3	There's power within me, I can feel it. I must never lose control of it.
4	No one else should have to conceal their true nature the way that I have had to do.
5	I suffer awful visions of a coming disaster and will do anything to prevent it.
6	Someone I loved died because of a mistake I made. That will never happen again.

d6	Flaw
1	I remember every insult I've received and nurse a silent resentment toward anyone who's ever wronged me.
2	I struggle to trust the words of others.
3	When given the choice of going left or right, I always go left.
4	Few people know the real me.
5	The people who knew me when I was young know my shameful secret, so I can never go home again.
6	If there's a plan, I'll forget it. If I don't forget it, I'll ignore it.

## LYCAN BLOOD ABILITIES

As a Lycan Blood gains in skill, their ability to harness the strength of their lycanthropic bloodline enables them to perform even greater deeds.

Whenever a character is given the opportunity for an Ability Score Improvement (at 4th, 8th, 12th, 16th, and 19th level) instead of selecting an Ability Score Improvement or a Feat, they can elect to take a Lycan Blood Ability.

Some Lycan Blood abilities can only be taken at specific levels. Others can be taken multiple times, enhancing the ability further. Some Lycan Blood abilities have different effects based upon the type of lycanthrope the Lycan Blood is descended from.

### Lycan Insight

*4th level (Rat, or Tiger Lineage)*

Your lycanthropic ancestry has led to you having greater awareness of situations. You gain +1 Wisdom, proficiency in saving throws involving Wisdom, and advantage on skill checks reliant on Wisdom.

This ability may be selected twice. On the second selection it grants +2 Wisdom.

### Lycan Might

*4th level (Bear, Boar or Wolf Lineage)*

Your lycanthropic ancestry has led to you having more efficient musculature. You gain +1 Strength, proficiency in saving throws involving Strength, and advantage on skill checks reliant on Strength.

This ability may be selected twice. On the second selection it grants +2 Strength.

### Lycan Reflexes

*4th level (Rat, Tiger or Wolf Lineage)*

Your lycanthropic ancestry has led to you having quicker reflexes. You gain +1 Dexterity, proficiency in saving throws involving Dexterity, and advantage on skill checks reliant on Dexterity.

This ability may be selected twice. On the second selection it grants +2 Dexterity.

### Lycan Stamina

*4th level (Bear or Boar Lineage)*

Your lycanthropic ancestry has led to you having greater stamina. You gain +1 Constitution and proficiency in saving throws involving Constitution. Additionally, effects of [Exhaustion](#) are reduced by one level (you only suffer effects when you reach level 2 [Exhaustion](#) and it acts as one level lower for effect suffered).

This ability may be selected twice. On the second selection it grants +2 Constitution.

### Skin of the Lycan

*4th level (Any Lineage)*

Your lycanthropic ancestry has granted you with some ability to resist damage from attacks. You have resistance to bludgeoning, piercing, and slashing weapons that are nonmagical and not silvered.

This ability can only be selected once.

### Claws of the Lycan

*8th level (Any Lineage)*

The lycanthropic nature of your blood gains in strength, causing the natural weapons of your Claws



to count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Additionally, your claws are now sharper and will now deal 1d8 slashing damage on a hit.

This ability can only be selected once.

### **Lycan Empathy**

*8th level (Bear or Wolf Lineage)*

Your lycanthropic ancestry has granted you the ability to sense the feelings of others. This enables you to interact with them more effectively. You gain advantage on Charisma ([Intimidation](#)) and Charisma ([Persuasion](#)) checks.

This ability can only be selected once.

### **Lycan Presence**

*8th level (Boar or Tiger Lineage)*

Your lycanthropic ancestry has granted you the ability to intimidate others. You can use your bonus action to frighten someone with your menacing presence. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be [frightened](#) of you until the end of your next turn. On subsequent turns, you can use your bonus action to

extend the duration of this effect on the [frightened](#) creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you.

If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

This ability can only be selected once.

### **Lycan Resilience**

*8th level (Bear or Boar Lineage)*

Your lycanthropic ancestry has granted you with the ability to survive injury. If you take 14 points or less damage that reduces you to 0 hit points, you are reduced to 1 hit point instead. This ability recharges after a short or long rest.

This ability can only be selected once.

### **Lycan Senses**

*8th level (Rat or Tiger Lineage)*

Your lycanthropic ancestry has granted you with enhanced senses. You gain [Darkvision](#) with a range of 60ft. Additionally, you gain advantage on any Wisdom ([Perception](#)) checks that rely upon sight.

This ability may be selected twice. On the second selection it increases the range to 120 ft.

## Lycan Speed

### 8th level (Rat or Wolf Lineage)

Your lycanthropic ancestry has granted you with enhanced speed. Your speed increases by 10ft while you are not wearing heavy armor. You also can add 10 feet to your long jump distance and 3 feet to your high jump distance.

This ability may be selected twice. On the second selection it increases your speed by a further 10ft while you are not wearing heavy armor.

## Enhanced Skin of the Lycan

### 12th level (Any Lineage)

Your lycanthropic ancestry has granted you with the ability to resist damage from certain physical attacks. You have immunity to bludgeoning, piercing, and slashing weapons that are nonmagical and not silvered.

This ability can only be selected once.

## Lycan Charge

### 12th level (Bear or Boar Lineage)

Your lycanthropic ancestry has granted you with great strength in attacks. If you move at least 15 feet straight toward a target and then hit it with your claws on the same turn, the target takes an extra 2d6 slashing damage. If the target is a creature, it must succeed on a [Strength](#) saving throw (DC determined by the 8 + proficiency + your strength) or be knocked [prone](#).

This ability can only be selected once.

## Lycan Charm

### 12th level (Rat or Tiger Lineage)

Your lycanthropic ancestry has granted you with enhanced charm. You have advantage on saving throws against being [charmed](#).

As an action, you can exude an aura of awe to a distance of 60 feet. For 1 minute each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw or be [charmed](#) until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours.

This ability can only be selected once.

## Lycan Pounce

### 12th level (Rat, Tiger or Wolf Lineage)

Your lycanthropic ancestry has granted you with great agility in attacks. If you move at least 15 feet straight toward a target and then hit a creature with your claws on the same turn, it must succeed on a [Strength](#) saving

throw (DC determined by the 8 + proficiency + your strength) or be knocked [prone](#). You can then make a second claw attack as a bonus action.

This ability can only be selected once.

## Lycan Regeneration

### 12th level (Bear, Boar or Wolf Lineage)

Your lycanthropic ancestry has granted you with enhanced healing ability. At the start of each of your turns you regain hit points equal to 1 hit dice + your Constitution modifier (minimum of one) if you have at least 1 hit point and no more than half of your hit points left.

This ability can only be selected once.

## Call of the Lycan

### 16th level (Any Lineage)

Your lycanthropic ancestry has granted you with the ability to call upon support from creatures of your lineage.

Using a bonus action, you can issue a call for help. You need to make a [Charisma](#) saving throw (DC determined by the location and lineage). If you are successful, then 1d6 + your Charisma modifier (minimum of one) creatures appear at the start of your next turn to aid you.

This ability can only be selected once.

Lineage	Terrain (DC)
Bear	arctic (12), coast (15), desert (18), forest (12), grassland (15), mountain (12), swamp (18), Underdark (18), urban (18)
Boar	arctic (18), coast (15), desert (18), forest (12), grassland (12), mountain (15), swamp (15), Underdark (18), urban (18)
Rat	arctic (18), coast (12), desert (18), forest (15), grassland (15), mountain (18), swamp (12), Underdark (18), urban (12)
Tiger	arctic (18), coast (15), desert (15), forest (18), grassland (15), mountain (12), swamp (18), Underdark (18), urban (18)
Wolf	arctic (15), coast (18), desert (18), forest (12), grassland (15), mountain (15), swamp (18), Underdark (18), urban (18)

## Form of the Lycan

### 16th level (Any Lineage)

Your mastery over your lycanthropic bloodline has reached the point where you can transform yourself into a hybrid-form.



As a bonus action, you can transform into your hybrid form for up to 1 hour. You can speak, use equipment, and wear armor in this form. You can revert to your normal form earlier as a bonus action. You automatically revert to your normal form if you fall unconscious, drop to 0 hit points, or die.

Once you use this feature, you must finish a short or long rest before you can use it again.

While in hybrid-form you gain the following abilities:

- **Feral Might.** You gain a +2 to melee damage rolls. You also have advantage on Strength checks and Strength saving throws.
- **Resilient Hide.** If you do not already have it, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks not made with silver weapons. While you are not wearing heavy armor, you gain a +1 bonus to your AC.
- **Predatory Strikes.** When you use the Attack action with an unarmed strike, you can make one unarmed strike as a bonus action.
- **Claws of the Lycan.** If you do not already have it, you gain 8th level Lycan ability while in hybrid-form. If you already have this ability, your claw damage increases to 2d6 slashing damage.

This ability can only be selected once.

## Call the Lycan Pack

*19th level (Any Lineage)*

Your lycanthropic ancestry has granted you with the



ability to spread your ferocity to others and gain resilience from them joining your pack.

As an action, you can choose a number of other willing creatures you can see within 30 feet of you equal to your Constitution modifier (minimum of one creature). All creatures that join the pack gain 5 temporary hit points for each creature that accepts this feature.

Until this ability ends, the chosen creatures can each use the following benefit once on each of their turns:

- when the creature hits a target with an attack roll and deals damage to it, the creature can roll a d6 and gain a bonus to the damage equal to the number rolled plus your Strength modifier.

The ability lasts for one minute but can be ended early by you using an action. Upon ending, all creatures that were in the pack suffer one level of [Exhaustion](#).

You can use this feature once per long rest.

## PATH OF THE LYCAN

Barbarians who walk the Path of the Lycan draw their rage from a lycanthropic spark burning within their souls. They harness the ferocity of the lycanthrope in their rage and draw upon the aspects of the various Lineages to enhance their abilities in battle.

A barbarian who chooses this path does not have to have Lycan Blood but many who tread it have that advantage, gaining further benefits from their natural Lycan abilities.

### Lycan Soul

At 3rd level, when you adopt this path, you choose a lycanthropic spirit and allow it to take up residence within your being. Once selected, this choice remains the option for all your path abilities. While raging you gain benefits based upon the lineage of the spirit:

#### *All*

The savagery of the Lycan Soul adds fuel to your rage, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of [exhaustion](#).

#### *Bear*

While raging, you have resistance to all damage

## PATH OF THE LYCAN

Level	Proficiency Bonus	Features	Rages	Rage Damage
1st	+2	Rage, Unarmored Defense	2	+2
2nd	+2	Reckless Attack, Danger Sense	2	+2
3rd	+2	<i>Lycan Soul</i>	3	+2
4th	+2	Ability Score Improvement	3	+2
5th	+3	Extra Attack, Fast Movement	3	+2
6th	+3	<i>Lycan Ferocity</i>	4	+2
7th	+3	Feral Instinct	4	+2
8th	+3	Ability Score Improvement	4	+2
9th	+4	Brutal Critical (1 die)	4	+3
10th	+4	<i>Lycan Howl</i>	4	+3
11th	+4	Relentless Rage	4	+3
12th	+4	Ability Score Improvement	5	+3
13th	+5	Brutal Critical (2 dice)	5	+3
14th	+5	<i>Lycan Fury</i>	5	+3
15th	+5	Persistent Rage	5	+3
16th	+5	Ability Score Improvement	5	+4
17th	+6	Brutal Critical (3 dice)	6	+4
18th	+6	Indomitable Might	6	+4
19th	+6	Ability Score Improvement	6	+4
20th	+6	Primal Champion	Unlimited	+4

except psychic damage. The lycanthropic spirit of the werewolf makes you tough enough to stand up to any punishment.

### *Boar*

While raging, you gain an incredible resilience. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can use this feature a number of times equal to your Constitution modifier. The lycanthropic spirit of the werewolf makes you exceptionally difficult to kill.

### *Rat*

While raging, other creatures have disadvantage on opportunity attack rolls against you, and you can use the [Disengage](#) action as a bonus action on your turn.

### *Tiger*

While raging, you can add 10 feet to your long jump distance and 3 feet to your high jump distance. The lycanthropic spirit of the weretiger empowers your leaps. If you move at least 15 feet straight toward a target and then hit a creature with your attack on the same turn, it must succeed on a [Strength](#) saving throw (DC determined by the 8 + proficiency + your strength)

or be knocked [prone](#).

### *Wolf*

While raging, your friends have advantage on melee attack rolls against any creature within 5 feet of you that is hostile to you. Additionally, your friends gain a damage bonus to their melee attacks equal to your Strength modifier. The lycanthropic spirit of the werewolf makes you a pack leader.

### *Lycan Ferocity*

At 6th level, the ferocity of the lycanthropic spirit adds to your rage. When you use Reckless Attack while raging, you also gain temporary hit points equal to your Constitution modifier (minimum of 1). They vanish if any of them are left when your rage ends. In addition, you cannot be [charmed](#) or [frightened](#) while raging. If you are charmed or frightened when you enter your rage, the effect is suspended for the duration of the rage.

### *Lycan Howl*

At 10th level, the wildness of the lycanthropic spirit cries out to be heard. As a bonus action, you unleash a

howl infused with lycanthropic power. Up to ten other creatures of your choice within 60 feet of you that can hear you gain advantage on attack rolls and saving throws until the start of your next turn.

Once you use this feature, you can't use it again until you finish a long rest.

### **Lycan Fury**

At 14th level, the fury of the lycanthropic spirit adds fire to your rage. While raging you gain benefits based upon the lycanthropic lineage you chose at 3rd level.

#### **All**

You have mastered the strength of the lycanthropic soul. You no longer suffer [Exhaustion](#) following your rage ending. Additionally, when you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.

#### **Bear**

While you are raging, any creature within 5 feet of you, that is hostile to you, has disadvantage on attack rolls against targets other than you. An enemy is immune to this effect if it cannot see or hear you or if it cannot be [frightened](#).

#### **Boar**

While raging, you can use a bonus action during your

move to pass through the space of a Large or smaller creature. That creature must succeed on a Strength saving throw (DC 8 + your Strength bonus + your proficiency bonus) or be knocked [prone](#) and take bludgeoning damage equal to 1d12 + your Strength modifier.

#### **Rat**

While raging, your walking speed is doubled. Additionally, you know how to strike subtly and exploit a foe's distraction.

Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse weapon.

#### **Tiger**

While you are raging, if you move at least 20 feet in a straight line toward a Large or smaller target right before making a melee weapon attack against it, you can use a bonus action to make an additional melee weapon attack against it.

#### **Wolf**

While you are raging, you can use a bonus action on your turn to knock a Large or smaller creature [prone](#) when you hit it with melee weapon attack.



## "I SMELL A RAT!"

### INTRODUCTION

While wandering through the busy streets of Neverwinter, the party run into a situation where a young, female halfling is being accosted by a group of criminals.

### LOCATION:

The party are wandering through the busy streets of the Beggar's Nest District in Neverwinter, near the Shining Serpent Inn. Read the following:

The hustle and bustle of the busy streets are the biggest sign that Neverwinter has once more returned to its role as the premier city of the North.

Although the Beggar's Nest still has a long way to go before it reaches its pre-chasm days, the Shining Serpent Inn is recognised as one of the finest establishments to stay at within the city walls. Its four stories stand out above the other buildings in the area.

Suddenly the crowds start to disperse. The reason for this soon becomes very apparent. A young, female halfling is standing in the middle of the market square surrounded by an armed group. The weapons that the group have glisten in the light.

The halfling, wearing a simple white dress, drops into a fighting stance and shouts, "Come on then! If you're so desperate to die, I'll help you on your way!"

The nearest member of her assailants rushes at her. She steps aside, nimbly evading the blow while her hand strikes out at her attacker.

As her hand slices through the air, it changes, transforming into a furry claw. The claw connects with the thug. A loud scream echoes from him as he collapses, clutching his stomach.

The halfling gestures to the remaining attackers, blood dripping from her clawed hand. "Who's next?"

### OBJECTIVE:

Any member of the party that succeeds on a DC18 Wisdom ([Perception](#)) check realize that the way that the light is glistening off the weapons wielded by the attackers can only mean that those weapons are silvered..

Any member of the party that succeeds on a DC18 Intelligence ([Arcana](#)) check or a DC18 Intelligence ([Nature](#)) check will come to the conclusion that the halfling is a were-creature, given her ability to transform her hands into claws.

Any member of the party with a combat background (Gladiator, Knight, Mercenary, Soldier, or similar) or a from a warrior class (Barbarian, Fighter, Monk, Paladin or Ranger) who succeeds on a DC 15 Intelligence check, will recognise that, based upon the fighting stance that the halfling assumes, she is a highly skilled unarmed combatant.

The party have several options available to them:

- They can stand back and watch the fight between the halfling and her attackers.
- They can attempt to intervene to and fight alongside the halfling against her attackers.
- They can side with the attackers and fight the halfling "were-creature".

### THE MYSTERIOUS HALFLING

Inara Shukei is a Lycan Blood, descended from a wererat lineage. She grew up in Baldur's Gate but eventually left the city to explore the Sword Coast.

Her nature as a Lycan Blood gave her a distinct advantage which she made good use of in her adventuring career.

Eventually, she made her way to Waterdeep, where she became embroiled in the underworld. This led to her having to flee the city in 1488DR when she moved to Neverwinter.

In the short time she has lived in the Jewel of the North, Inara has integrated into the criminal underworld of Beggar's Nest. However, this and her desire to do good, and improve the lot of the people living in Beggar's Nest, has put her at odds with the Dead Rats.

The wererat gang have placed a bounty on Inara's head. They are aware of her Lycan Blood

heritage, and of her own innate ability to injure them with her unarmed attacks. This has actually made them more determined to eliminate her as they see her as a threat to their clan.

### HER ATTACKERS

Inara Shukei or her attackers, or both, act as the main opposition to the party in this situation, depending upon which side the party has chosen to support.

If the party is struggling against the attackers, then Inara will take more direct action in the fight.

Level	The Attackers
1-2	1 Thug + 1 Thug per two members of the party
3-4	1 Wererat + 1 Wererat per two members of the party
5-6	1 Veteran + 1 Veteran per two members of the party
7-9	1 Assassin + 1 Assassin per three members of the party

### CONCLUSION:

If the party choose not to interfere in the fight, they will watch as Inara fights for her life. Unfortunately for her attackers, Inara is an exceedingly difficult individual to kill and will make short work of her attackers. She will then vanish into the crowd, quickly losing any attempt to pursue her.

If the party choose to side with Inara, she will wait until the party have fully engaged with her attackers and will then use the diversion they have caused to attempt to slip away. However, she will remain close by, and should the party find themselves outmatched by the attackers, Inara will rejoin the fight but will vanish once the fight is concluded.

If the party choose to target Inara, she is not looking to die, so will either surrender or attempt to escape if it is clear that she is outclassed or losing. If she is winning, she will ensure that her final attacks are non-lethal and will attempt to



disengage at the first opportunity.

Inara will approach the party at a later point when they are settled in whichever residence they choose to frequent within the city.

If the party assisted her, she will thank them and will then attempt to recruit them in her war against the Dead Rats.

Alternatively, the Dead Rats will approach the party if they attacked Inara or did not become involved. They will attempt to recruit them to fight against Inara.

In both situations, the opposition will contact the party to advise them to not get involved, and to leave the city as soon as possible.

**APPENDIX:  
LYCAN BLOOD**

# DORGAN BORSUN

Medium humanoid (half-orc), neutral evil

Armor Class 18 (natural)  
Hit Points 125 (10d12+50)  
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	20 (+5)	10 (+0)	12 (+1)	13 (+1)

Saving Throws STR +8, CON +9  
Skills Athletics +8, Deception +5, Intimidation +5,  
Nature +4, Survival +5  
Senses Passive Perception 11  
Languages Common, Dwarvish, Orc  
Challenge 8 (3900 XP)  
Proficiency Bonus +4

**Reckless Attack.** When Dorgan makes his first attack on his turn, he can decide to attack recklessly, giving him advantage on melee weapon attack rolls using STR during this turn, but attack rolls against Dorgan have advantage until his next turn.

**Brutal Critical.** Dorgan can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

**Relentless Endurance.** When Dorgan is reduced to 0 HP but not killed, he can drop to 1 HP instead once per long rest.

**Lycan Blood (Boar Lineage).** Dorgan is a Lycan blood. He has the following abilities that are tied to his heritage

**Claws.** Dorgan can transform his hands into claws and use these to make unarmed attacks.

**Heightened Senses.** Dorgan has advantage on any Wisdom (Perception) check that relies on hearing or smell.

**Immunity.** Dorgan is immune to Lycanthropy.

**Lycan Resilience.** If Dorgan takes 14 points or less damage that reduces him to 0 hit points, he is reduced to 1 hit point instead. This ability recharges after a short or long rest.

**Lycan Stamina.** Dorgan has advantage on Constitution saving throws, and effects of Exhaustion are reduced by one level.

**Lycan Soul.** For the duration of Dorgan's rage he can make a single melee weapon attack as a bonus action on each of his turns after this one. When Dorgan's rage ends, he suffers one level of exhaustion. Additionally, while raging, Dorgan gains an incredible resilience. When he is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead. He can use this feature a number of times equal to his Constitution modifier.

**Lycan Ferocity.** When Dorgan uses Reckless Attack while raging, he also gains temporary hit points equal to his Constitution modifier (minimum of 1). They vanish if any of them are left when Dorgan's rage ends. In addition, Dorgan can't be charmed or frightened while raging. If he is charmed or frightened when he enters his rage, the effect is suspended for the duration of the rage.

## Actions

**Multiattack.** Dorgan can attack twice whenever he takes the Attack action on his turn

**Greataxe.** Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 11 (1d12 + 5) slashing damage.

**Claw.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage.

## Bonus Actions

**Rage.** As a bonus action Dorgan can enter a rage for up to 1 minute (10 rounds).

Dorgan gains advantage on STR checks and saving throws (not attacks), +3 melee damage with STR weapons, resistance to bludgeoning, piercing, slashing damage. He can't cast or concentrate on spells while raging.

Dorgan's rage ends early if he is knocked unconscious or if his turn ends and he hasn't attacked a hostile creature since his last turn or taken damage since then. He can also end your rage as a bonus action.

**Lycan Howl.** As a bonus action, Dorgan unleashes a howl infused with lycanthropic power. Up to ten creatures of his choice within 60 feet of him that can hear Dorgan gain advantage on attack rolls and saving throws until the start of Dorgan's next turn.

Once Dorgan uses this feature, he can't use it again until he finishes a long rest.



## Description

Dorgan Borsun can trace his lineage back over two hundred years, to a wereboar alliance with the orc village his great-grandfather resided in. This led to his great-grandfather becoming a wereboar and passing the Lycan genetics down the family line.

His Lycan Blood marked Dorgan as a superior to his peers in the tribe but his choice to follow the Path of the Lycan elevated him to almost legendary status. In battle, Dorgan is an almost unstoppable machine and those he leads benefit from his ferocity.

Dorgan's main desire is to ensure the survival of his tribe. Pressures from the Druids in the Neverwinter Forest constantly threaten this, and Dorgan would do anything to protect his people.

# GERRIK URSAKIN

Medium humanoid (human), chaotic good

Armor Class 22 (scale mail, shield, 23 in hybrid form)  
Hit Points 164 (16d10+64)  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	11 (+0)	13 (+1)	14 (+2)

Saving Throws STR +10, CON +9

Skills Athletics +10, Deception +7, Intimidation +7, Nature +5, Survival +6

Damage Resistances (Hybrid-form) Bludgeoning, piercing and slashing weapons that are nonmagical and not silvered.

Senses Passive Perception 11

Languages Common, Dwarvish, Elvish

Challenge 10 (5900 XP)

Proficiency Bonus +5

**Action Surge.** Once per combat, Gerrik can take one additional action on his turn.

**Indomitable.** Gerrik can reroll two failed saving throws per day.

**Lycan Blood (Bear Lineage).** Gerrik is a Lycan blood. He has the following abilities that are tied to his heritage

**Claws.** Gerrik can transform his hands into claws and use these to make unarmed attacks.

**Heightened Senses.** Gerrik has advantage on any Wisdom (Perception) check that relies on hearing or smell.

**Immunity.** Gerrik is immune to Lycanthropy.

**Form of the Lycan.** As a bonus action, Gerrik can transform into a hybrid form for up to 1 hour. He can speak, use equipment, and wear armor in this form. You can revert to his normal form earlier as a bonus action. Gerrik automatically reverts to his normal form if he falls unconscious, drops to 0 hit points, or dies. He can do this once per short or long rest.

While in hybrid-form Gerrik gains the following abilities:

**Feral Might.** Gerrik gains a +2 to melee damage rolls.

**Resilient Hide.** Gerrik gains resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks not made with silver weapons. While he is not wearing heavy armor, Gerrik gains a +1 bonus to your AC.

**Predatory Strikes.** When Gerrik uses the Attack action with an unarmed strike, he can make one unarmed strike as a bonus action.

**Claws of the Lycan.** While in hybrid-form, Gerrik's claws count as magical weapons and do 11 (1d8+7) slashing damage.

**Lycan Empathy.** Gerrik gains advantage on Charisma (Intimidation) and Charisma (Persuasion) checks.

**Lycan Regeneration.** At the start of each of his turns Gerrik regains hit points equal to 1d10+5 if he has at least 1 hit point and no more than half of his hit points left.

**Lycan Stamina.** Gerrik has advantage on Constitution saving throws, and effects of Exhaustion are reduced by one level.

## Actions

**Multiattack.** Gerrik can attack three times whenever he takes the Attack action on his turn

**Longsword.** Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 11 (1d8 + 7) slashing damage, 13 (1d8+9) slashing damage in hybrid-form.

**Claw.** Melee Weapon Attack: +10 to hit, reach 5 ft., one target, Hit: 8 (1d6 + 5) slashing damage.

## Bonus Actions

**Second Wind.** Once per day Gerrik can regain 1d10+16 hit points.

## Reaction

**Mage Slayer Attack.** When a creature within 5 ft. of Gerrik casts a spell, he can use his reaction to make a melee weapon attack against that creature.

**Protection.** While wielding a shield and a creature Gerrik can see attacks a target other than him within 5 ft., Gerrik can use his reaction to impose disadvantage on the attack roll.



## Description

Gerrik was raised near Silverymoon alongside his two siblings. Of the three, he was the only one to exhibit the traits of the family Lycan Blood heritage. Although the youngest of the three, he quickly outmatched his two brothers in strength and stamina.

Once old enough, Gerrik enrolled in the Warrior's Guild of Silverymoon and soon found himself involved in the war between the City of Shades, the Lords' Alliance, and Myth Drannor. His Lycan Blood abilities ensured that he not only survived but thrived. He became a legend amongst the people of the North.

Now Gerrik resides in Neverwinter but regularly travels throughout the North.



## INARA SHUKEI

*Small humanoid (halfling), neutral good*

**Armor Class** 19 (natural+unarmored bonus)

**Hit Points** 115 (14d6+42)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	16 (+3)	12 (+1)	18 (+4)	17 (+3)

**Saving Throws** DEX +10, INT +6

**Skills** Athletics +10, Deception +8, Nature +6, Perception +14, Persuasion +8, Stealth +15

**Damage Resistances** Bludgeoning, piercing and slashing weapons that are nonmagical and not silvered.

**Senses** Blindsight 10ft., Passive Perception 24

**Languages** Common, Dwarvish, Halfling, Thieves' Cant

**Challenge** 7 (2900 XP)

**Proficiency Bonus** +5

**Evasion.** When Inara is subjected to an effect that allows her to make a DEX saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

**Ki.** Inara can spend Ki Points to fuel ki features. She has 6 points per short rest and her Ki save DC is 17.

**Flurry of Blows -** After Inara takes the Attack action on her turn, she can spend 1 ki point to make two unarmed strikes as a bonus action.

**Patient Defense -** Inara can spend 1 ki point to take the Dodge action as a bonus action on her turn.

**Step of the Wind -** Inara can spend 1 ki point to take the Disengage or Dash action as a bonus action on her turn, and her jump distance is doubled for the turn.

**Lucky.** When Inara rolls a 1 on the d20 for an attack roll, ability check, or saving throw, she can reroll the die and must use the new roll.

**Sneak Attack.** Once per turn, Inara can deal an extra 4d6 (14) damage to one creature she hits with an attack with a finesse or ranged weapon if she has advantage on the attack roll. Inara doesn't need advantage on the attack roll if another enemy of the target is within 5 ft. of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

**Stunning Strike.** When Inara hits with a melee weapon attack, she can spend 1 ki point to make the target stunned until the end of her next turn if it fails a CON saving throw (DC 17).

**Ki-Empowered Strikes.** Inara's unarmed strikes count as magical for the purpose of overcoming resistance and immunity.

**Lycan Blood (Rat Lineage).** Inara is a Lycan blood. She has the following abilities that are tied to her heritage

**Claws.** Inara can transform her hands into claws and use these to make unarmed attacks.

**Heightened Senses.** Inara has advantage on any Wisdom (Perception) check that relies on hearing or smell.

**Immunity.** Inara is immune to Lycanthropy.

**Lycan Charm.** Inara has advantage on saving throws against being charmed.

As an action, Inara can exude an aura of awe to a distance of 60 feet. For 1 minute each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw or be charmed until the aura ends. A creature that succeeds on this saving throw is immune to Inara's aura for 24 hours.

**Lycan Speed.** Inara's speed increases by 10ft while she is not wearing heavy armor. Inara also can add 10 feet to her long jump distance and 3 feet to her high jump distance.

**Skin of the Lycan.** Inara has resistance to bludgeoning, piercing and slashing weapons that are nonmagical and not silvered.

## Actions

**Multiattack.** Inara can make two attacks when she takes the attack action on her turn.

**Dagger.** Melee Weapon Attack: +10 to hit, range 5 ft., one target. Hit: 8 (1d4 + 6) piercing damage.

**Claw.** Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) slashing damage.

## Bonus Actions

**Cunning Action.** Inara can take a bonus action on each of her turns to take the *Dash*, *Disengage*, or *Hide* action.

**Fast Hands.** Inara can use the bonus action granted by her *Cunning Action* to make a *Sleight of Hand* check, use her thieves' tools to disarm a trap or open a lock, or take the *Use an Object* action.

## Reactions

**Uncanny Dodge.** When an attacker that Inara can see hits her with an attack, she can use her reaction to halve the attack's damage against herself.

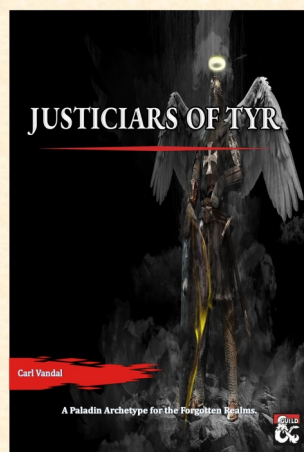
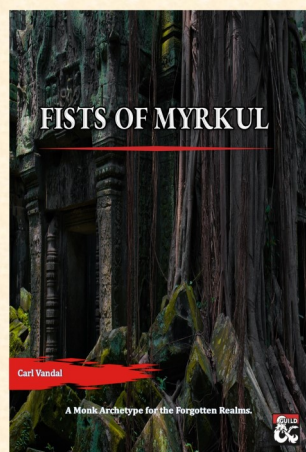
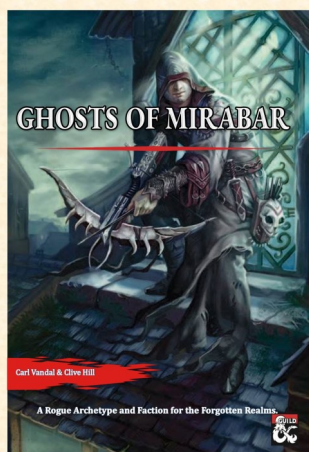
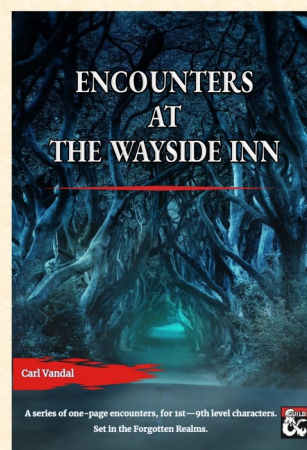
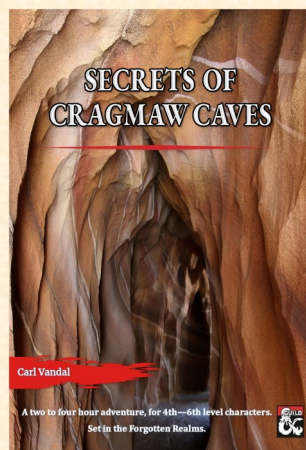
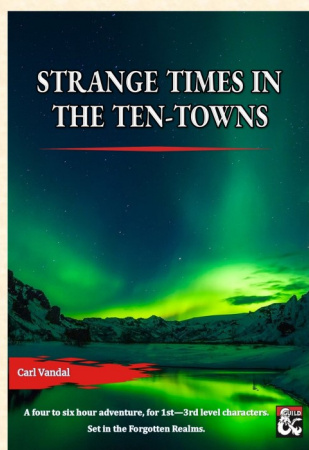
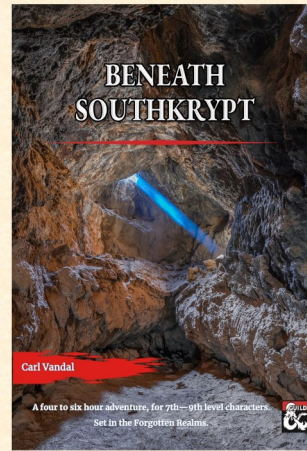
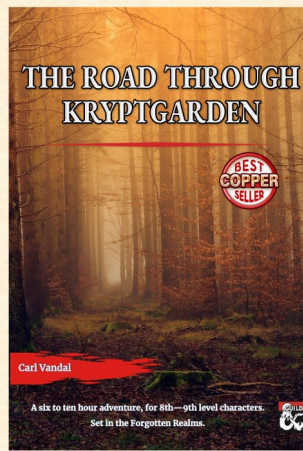
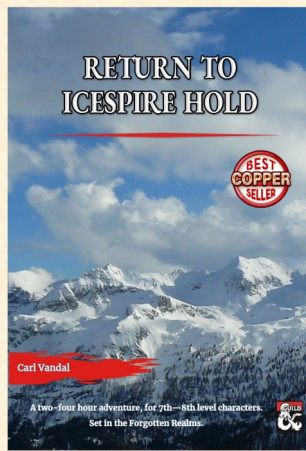
## Description

Inara's past she keeps a carefully guarded secret. She moved to Neverwinter in 1488DR and soon established herself as a major player in the city. She actually opposes the wererat clan that resides in the sewers of Neverwinter and is determined to remove their influence on the criminal underworld in the city.

Although she is at heart a thief, Inara wants to help others and hopes to use her position and influence to improve the welfare of the poorer individuals that reside in Neverwinter.



# MY OTHER WORKS

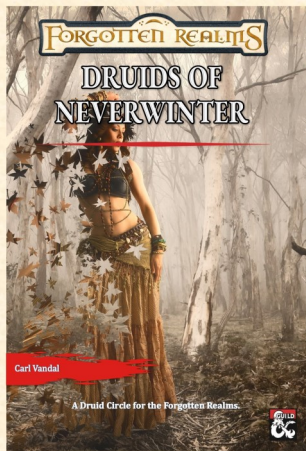


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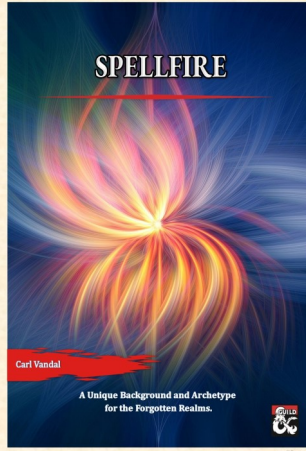
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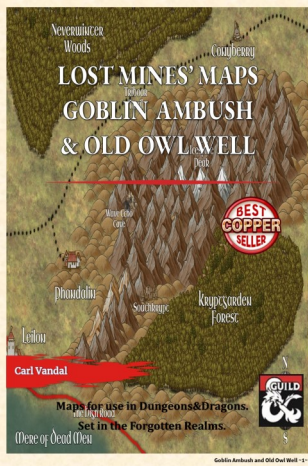
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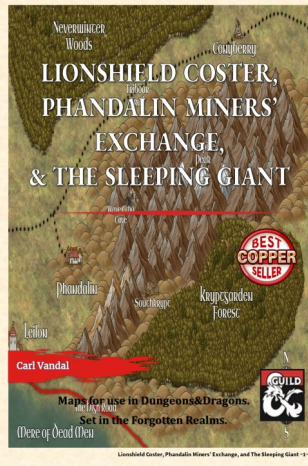
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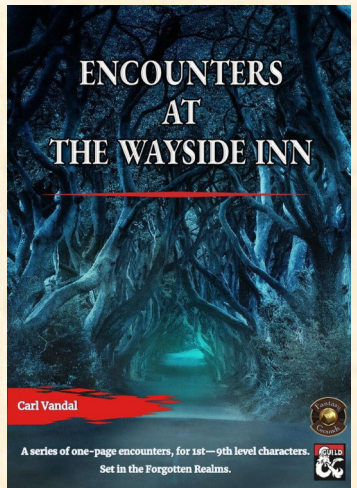
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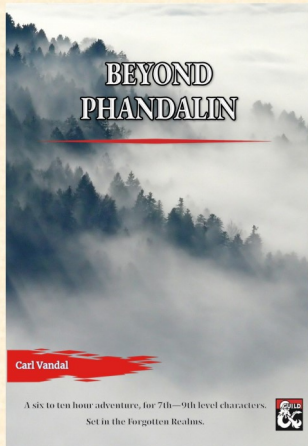
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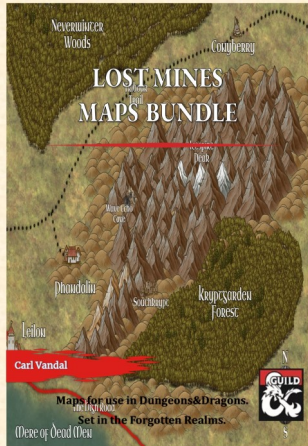
Lionshield Coster, Phandalin Miners' Exchange, and The Sleeping Giant - 1



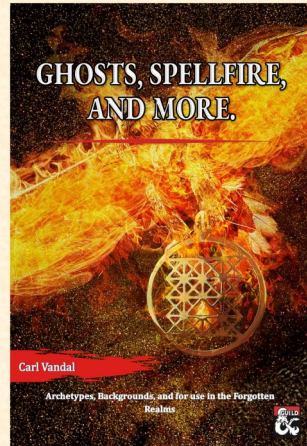
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Lost Mines' Maps, Phandalin Miners' Exchange, and The Sleeping Giant - 1



## **BLOOD OF THE LYCAN**

**A unique Archetype for use in the Forgotten Realms.**

**Lycanthropy—a strange curse that can be inherited through blood.**

**Blood of the Lycan can afflict barbarians, rogues, mages, fighters, ... It does not discriminate.**

**A Lycan Blood has abilities that go beyond those of normal beings. Some have enhanced senses, while others can change their physical form.**

**Is Lycan Blood part of your background?**

**Does the curse of Lycanthropy run through your blood?**

