

SHIFTER'S SECRETS

HOME BREW

A Wild Shape revision



WILD SHAPE

Druids are gifted with the unique ability to freely assume the shapes of wild beasts. However, the exact nature of how druids learn to change shape is unclear and the strength of Wild Shape's forms falls off rather quickly as a druid gains levels.

The following changes are made in effort to enhance the fantasy of shapeshifting into beasts as well as give Wild Shape greater effectiveness in combat at higher levels. Particular emphasis is placed on allowing Circle of the Moon druids to more readily rely on Wild Shape and smoothing out its power curve to be more gradual and not plateau so early. This revision of the Wild Shape feature is intended to be compatible with other homebrew material for the druid class.

WILD SHAPE REVISED

Starting at 2nd level, you can use your action to magically assume the shape of a beast whose shape you have prepared from your learned shapes. You prepare your beast shapes along with your spells each day. You can use this feature twice. You regain expended uses when you finish or short or long rest. You can learn the shape of beasts that have a burrow, flying or swimming speed but not assume their form.

Your druid level determines the type of beast shapes you can transform into and the number you can prepare, as shown in the Beast Shapes table. At 2nd level, for example, you can observe and then transform into any beast that has a challenge rating of 1/4 or lower and doesn't have a burrow, fly or swim speed.

BEAST SHAPES

| Druid Level | Max. CR | Prepared Shapes |
|-------------|---------|-----------------|
| 2 | 1/4 | 2 |
| 4 | 1/2 | 3 |
| 6 | 1 | 4 |
| 9 | 2 | 4 |
| 12 | 3 | 5 |
| 15 | 4 | 5 |
| 18 | 5 | 5 |

You may choose your first three beast shapes when you gain this feature at 2nd level. To learn additional beast shapes you must closely observe a live beast for at least 10 minutes. You then learn that beast's shape and can assume it using Wild Shape. The maximum amount of beast shapes you can learn is shown in the Beast Shapes table.

You can stay in a beast shape for up to an hour. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours
- When you transform, you assume the beast's hit points and hit dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and only have 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.
- You can't cast spells, and your ability to speak or take an action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you have already cast, however, or prevent you from taking actions that are part of a spell (such as Call Lightning), that you have already cast.
- You retain the benefit of any features from your class, race or other sources such as feats and can use them if the new beast form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match your new form. Equipment that merges with the form has no effect until you leave the form.

WILD SHAPE CHANGE NOTES

- Druids must now prepare a selection of beast shapes after each long rest and learn new beast shapes by studying animals they find. A druid can learn an unlimited number of shapes this way.
- Druids cannot assume the form of beasts with a burrow, flying or swimming speed (until 6th level).
- Druids can now assume the form of CR 1 or lower beasts at 6th level, rather than 8th level. This maximum CR increases at levels 9, 12, 15 and 18.
- The time a druid can spend in Wild Shape is now reduced to 1 hour, regardless of Druid level.
- Druids no longer revert to normal form just by falling unconscious in beast form (such as by the sleep spell).

DRUID FEATURES

The following druid class and subclass features have been adjusted or added to supplement the changes to Wild Shape.

Druid subclasses besides Circle of the Moon are unchanged and unaffected by these changes.

FORM UNFETTERED

At 6th level, you are comfortable moving as a beast does and can now assume the form of beasts with a burrow, flying or swimming speed.

BEAST WHISPERER

At 12th level, you feel a kinship with beasts whose form you wear and you have learned to communicate with them. You have the ability to communicate with beasts whose shape you have learned and have advantage on Charisma (Persuasion) and Wisdom (Animal handling) checks made to influence them. Though they can understand the meaning of your words, you cannot understand them.

BEAST SPELLS REVISED

Beginning at 18th level, you can cast many of your druid spells in any shape you assume using Wild Shape. You can perform verbal and somatic components for your druid spells, as well as ignore any material components that lack a cost and aren't consumed by a spell while in beast shape. Also, you are no longer limited in your ability to speak by beast shapes.

ARCHDRUID REVISED

At 20th level, you can use your Wild Shape a number of times equal to your Wisdom modifier (minimum of 2) before needing to take a short or long rest and can assume the form of any beast shape you have learned without having to prepare it.

Additionally, you can ignore the verbal and somatic components of your druid spells, as well as any material components that lack a cost and aren't consumed by a spell. You gain this benefit in both your normal shape and your beast shapes from Wild Shape.

Art: **Little Gifts by Castagner93**

CIRCLE OF THE MOON

COMBAT WILD SHAPE REVISED

When you choose this circle at 2nd level, you gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action.

Additionally, while you are transformed by Wild Shape, you can use a bonus action to expend one spell slot to regain hit points equal to your wisdom modifier (minimum of 1) per level of the spell slot expended. This amount increases to twice your wisdom modifier (minimum of 1) per level of the spell slot expended when you reach 14th level.

CIRCLE FORMS REVISED

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 1/2. You ignore the Max. CR column of the Beast Shapes table but must abide by the other limitations there. This increases to a challenge rating as high as 1 at 4th level.

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

Starting at 14th level, you can transform into a beast with a challenge rating as high as 5. This increases by 1 every second level until challenge rating 8 at 20th level.

ELEMENTAL WILD SHAPE REVISED

At 10th level, you can expend two uses of wild shape at the same time to transform into an elemental with a challenge rating as high as 5 or the highest challenge rating of your known strongest beast shapes.

DRUID CHANGE NOTES

- **Form Unfettered** A new 6th level Druid feature. Replaces the limitations column of the original beast shapes table.
- **Beast Whisperer** A new 12th level druid feature. Allows limited communication with beasts whose shape a druid has learned.
- **Beast Spells** Now allows a druid to speak in beast shape.
- **Archdruid** Now increases a druid's uses of Wild Shape to their Wisdom modifier, instead of unlimited uses. Also, the Druid no longer has to prepare beast shapes each day.
- **Combat Wild Shape** Healing using a spell slot while in beast shape now restores hit points equal to your Wisdom modifier per slot level instead of 1d8 hit points. Also this amount now doubles at 14th level.
- **Circle Forms** At 2nd level, the maximum CR is reduced to 1/2 and increases to 1 at 4th level. Functions as before from 6th level until 14th level at which the maximum CR for beast shapes increases to 5 and further increases by 1 every second level.
- **Elemental Wild Shape** Scales at higher levels and no longer limits a druid to a select few elementals. Allowing a DM to create more options.

MAGIC ITEMS

SHIFTER'S WARD

Armour (any), Rare, Requires attunement by a Druid

This armour is lighter than expected and fits comfortably, like a second skin. When changing shape, it quickly warps, shatters and reforms to fit the new shape.

While attuned to and wearing this armour, you are considered proficient with it. When you use Wild Shape to change form while wearing this armour, it changes shape into something suitable to be worn by your new form, allowing your beast shapes to benefit from it.

PRIMAL CLAWS

Wondrous, Rare (+1), Very Rare (+2), Legendary (+3), Requires attunement by a Druid

These bracers are carved from the steadfast bark of ancient trees and engraved with the visage of clawed animals such as lions, tigers or bears.

Phantom claws resembling that of the beast carved into the bracers form around one's hands when attacking.

While attuned to and wearing these bracers in your normal form, you can use your Wisdom modifier instead of Strength for the attack and damage rolls of your unarmed strikes and you now deal 1d6 slashing damage on a hit. When you make a melee attack as part of your action, you can make an unarmed strike as a bonus action.

When you use Wild Shape to change form while wearing these bracers, they change shape into something suitable to be worn by your new form. While attuned to and wearing these bracers in a beast shape, you gain a bonus to attack and damage rolls. The bonus is determined by the item's rarity.

Art: **Knight by Raymond Minnaar**



Art: **Feral Aether by AOGIRI**

VIAL OF ICHOR

Armour (any), Rare, Requires attunement by a Druid

Caustic ichor taken from an ooze is stored in this vial, hanging from a fine silver chain.

While attuned to this amulet, you can learn ooze shapes in the same manner as beast shapes and assume their form using Wild Shape.

LUNAR TORC

Wondrous, Rare, Requires attunement by a Druid (Circle of the Moon)

A rigid, iron neck ring open in the front. Two spherical opals are affixed to either end.

When you use Wild Shape to change into a beast form while wearing Lunar Torc, it changes shape into something suitable to be worn by your new form and you gain temporary hit points equal to half of your druid level.

Whenever you regain hit points using your Combat Wild Shape feature, allied creatures within 20ft regain half as many hit points.

EMBLEM OF STARLIGHT

Wondrous, Rare, Requires attunement by a Druid (Circle of Stars)

This quartz-studded brooch glows dimly at night. As the night sky becomes clearer, so too does the light seem to brighten.

When you assume a beast shape using Wild Shape, you may also gain the benefits of Starry Form without expending an additional use of Wild Shape. You revert to your normal form once Starry Form ends.

SCORCHED BAND

Wondrous, Rare, Requires attunement by a Druid (Circle of Wildfire)

A tarnished, brazen band covered with scorch marks. It is blazing hot to the touch but does not burn you.

When you expend a use of Wild Shape to summon your wildfire spirit, you can instead assume the form of that spirit as if it were a beast shape. While assuming the form of a wildfire spirit, you can speak and cast spells as in your normal form and take the Flame Seed or Fiery Teleportation actions as a bonus action on your turn.

Also, you can use an action to return to your normal form and separate yourself from your wildfire spirit, summoning it in a space within 10ft of you with hit points equal to the amount you had remaining before returning to normal form.

MUTAGENIC SPORE

Wondrous, Rare, Requires attunement by a Druid (Circle of Spores)

This censer contains an enchanted fungus which causes strange mutations in the spawn of beasts who consume it.

When you expend a use of Wild Shape to activate the effect Symbiotic Entity, you can choose to forgo the temporary hit points and instead assume a beast shape for the duration in addition to the other effects.

LEAFY MANTLE

Wondrous, Rare, Requires attunement by a Druid

A hooded cloak of leafy foliage which shifts in appearance to blend in with nearby foliage. While shapeshifting, the cloak weaves around your new form causing them to take on a plant-like appearance.

While attuned to and wearing this cloak, you have advantage on Dexterity (Stealth) checks made to hide amongst foliage. When you use Wild Shape to change form while wearing this armour, it becomes incorporated into your new form, allowing your beast shapes to benefit from it.

Using a bonus action, you can teleport up to 30ft to an unoccupied space you can see. Once you use this ability, you cannot use this feature again until you take a short rest.

ANIMUS ORB

Wondrous, Varies

An amber orb which encases stone carved in the likeness of a beast. It seems to throb with warmth and life.

Using an action, a druid can peer into this orb and gain insight into a particular beast whose spirit is imprinted within. The druid then learns the shape of that beast and can assume its form when prepared, regardless of its challenge rating or movement speeds.

The maximum challenge rating of the beast contained within is determined by the orb's rarity.

| Rarity | Beast CR. |
|-----------|-----------|
| Common | 1/4 |
| Uncommon | 1 |
| Rare | 3 |
| Very Rare | 6 |
| Legendary | 9 |

LURID MOONSHINE

Potion, Uncommon

This bottle contains a viscous, pale alcohol which results from the careful fermentation of exotic fruits under a full moon. It tastes awful.

Using an action, a druid can drink from the bottle. The druid then gains an additional use of Wild Shape until their next short or long rest.

Also, the druid must make a DC 13 Constitution saving throw. On a failed save, the druid's turn immediately ends and they cannot take reactions until their next turn as they expel the contents of their stomach.

Art: **Plant Spirit** by **Sandara Tang**



BEASTS

CHAMELEON

Tiny, Beast, Unaligned

Armor Class 12
Hit Points 3 (2d4-2)
Speed 25ft., Climb 20ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|--------|--------|--------|--------|
| 3 (-4) | 14 (+2) | 8 (-1) | 3 (-4) | 8 (-1) | 3 (-4) |

Skills Stealth +6
Senses Passive Perception 9, Darkvision 30ft.
Challenge 0 (10 Xp)

Natural Camouflage Creatures have disadvantage on Wisdom (Perception) checks made to see the chameleon.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, Reach 5 ft., one target. *Hit:* 1 piercing damage.

OTTER

Small, Beast, Unaligned

Armor Class 12
Hit Points 5 (2d6-2)
Speed 25ft., Swim 30ft

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|--------|--------|---------|--------|
| 3 (-4) | 15 (+2) | 8 (-1) | 3 (-4) | 10 (+0) | 5 (-3) |

Senses Passive Perception 10, Darkvision 60ft.
Challenge 0 (10 Xp)

Pocket The otter has loose skin beneath its forearms which can be used to store objects less than 1 inch on a side. While stored, creatures have disadvantage on Intelligence (Investigation) and Wisdom (Perception) checks made to find the object.

Hold Breath The otter can hold its breath for 10 minutes.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, Reach 5 ft., one target. *Hit:* 1 piercing damage.

SKUNK

Small, Beast, Unaligned

Armor Class 11
Hit Points 5 (2d6-2)
Speed 25ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|--------|--------|---------|--------|
| 5 (-3) | 12 (+1) | 9 (-1) | 3 (-4) | 10 (+0) | 4 (-3) |

Senses Passive Perception 10, Darkvision 60ft.
Challenge 1/8 (25 Xp)

Actions

Bite. *Melee Weapon Attack:* +3 to hit, Reach 5 ft., one target. *Hit:* 3 (1d4+1) piercing damage.

Spray. The skunk sprays a stinky fluid at a creature within 5ft of it. The target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. The target can repeat this saving throw at the end of each turn, ending the effect on a success. If a creature fails the save by 5 or more, then they are also stunned until the end of their next turn. Also, the target emits a stench for 8 hours or until they wash off the spray. Creatures lacking a sense of smell automatically succeed on the saving throw.

FIREFLY

Tiny, Beast, Unaligned

Armor Class 17
Hit Points 1
Speed 5ft., Fly 20ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|--------|--------|--------|--------|
| 1 (-5) | 18 (+4) | 1 (-5) | 1 (-5) | 6 (-2) | 1 (-5) |

Saving Throws Dexterity +6
Senses Passive Perception 8, Darkvision 30ft.
Challenge 0 (10 Xp)

Bioluminescence. The firefly emits dim light within its space.

DIRE BEASTS

DIRE BEAR

Large, Beast, Unaligned

Armor Class 12 (Natural Armour)
Hit Points 150 (12d10+84)
Speed 40ft., Climb 40ft., Swim 40ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 20 (+5) | 10 (+0) | 24 (+7) | 3 (-4) | 16 (+3) | 7 (-2) |

Saving Throws Strength +8, Constitution +10
Senses Passive Perception 13, Darkvision 60ft
Challenge 5 (1800 Xp)

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

Actions

Multiattack. The bear makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, Reach 5ft, one target. *Hit:* 11 (1d12+5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, Reach 5ft, one target. *Hit:* 9 (1d8+5) slashing damage.

Roar. Each hostile creature that is within 90 feet of the bear and can hear it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the bear's Roar for the next 8 hours.

DIRE CRAB

Huge, Beast, Unaligned

Armor Class 16 (Natural Armour)
Hit Points 69 (6d12+30)
Speed 30ft., Swim 20ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|---------|--------|
| 21 (+5) | 6 (-2) | 20 (+5) | 3 (-4) | 10 (+0) | 5 (-3) |

Senses Passive Perception 10
Challenge 4 (1100 Xp)

Amphibious The crab can breathe air and water.

Actions

Multiattack. The crab makes three attacks: one with its bite and two with its claws.

Claw. *Melee Weapon Attack:* +7 to hit, Reach 10ft, one target. *Hit:* 13 (2d8+5) bludgeoning damage. If the target is a medium or smaller creature, it is grappled (escape DC 15). until this grapple ends, the target is restrained. The crab has two claws, each of which can grapple only one target.

Slam. The crab slams both of its claws down in front of it, launching debris in a 15ft cone in front of it. Creatures in the area and creatures in the area and creatures grappled by the crab must make a DC 15 Dexterity saving throw. Creatures grappled by the crab have disadvantage on the saving throw and are released from the grapple. On a failed save, a creature takes 18 (4d8) bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and is not knocked prone.

Art: Knight and Giant Crab by Mehdi Homayounfar



DIRE CHAMELEON

Medium, Beast, Alignment

Armor Class 15 (Natural Armour)

Hit Points 45 (7d8+14)

Speed 40ft., Climb 40ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 15 (+2) | 18 (+4) | 14 (+2) | 3 (-4) | 14 (+2) | 7 (-3) |

Skills Stealth +8

Senses Passive Perception 12, Darkvision 60ft.

Languages Languages

Challenge 3 (700 Xp)

Ambush. When the chameleon hits a creature with an attack that is unaware of it or that the chameleon is hidden from, then the target is knocked prone and takes an additional 3 (1d6) slashing damage.

Natural Camouflage Creatures have disadvantage on Wisdom (Perception) checks made to see the chameleon.

Actions

Multiattack. The chameleon makes two attacks; one with its bite and one with its claws

Bite. *Melee Weapon Attack:* +8 to hit, Reach 5ft, one target. *Hit:* 14 (3d6+4) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, Reach 5ft, one target. *Hit:* 11 (2d6+4) slashing damage.

Bonus Actions

Advanced Camouflage. The chameleon becomes invisible and hides. The invisibility ends early and the chameleon is no longer hidden if it receives damage, moves more than 20ft on its turn, makes an attack or takes an action.

DIRE HAWK

Medium, Beast, Unaligned

Armor Class 16 (Natural Armour)

Hit Points 36 (8d8)

Speed 10ft., Fly 90ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 14 (+2) | 18 (+4) | 11 (+0) | 3 (-4) | 15 (+2) | 5 (-3) |

Saving Throws Dexterity +6

Skills Perception +6

Senses Passive Perception 16, Darkvision 120ft

Challenge 2 (450 Xp)

Flyby The hawk doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Sight The hawk has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The hawk makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +6 to hit, Reach 5ft, one target. *Hit:* 10 (1d12+4) piercing damage.

Talons. *Melee Weapon Attack:* +6 to hit, Reach 5ft, one target. *Hit:* 9 (2d4+4) slashing damage. If the target is a small or smaller creature, it is grappled (escape DC 14.) Until this grapple ends, the hawk can't use its talons on another creature.

DIRE MOLE

Medium, Beast, Unaligned

Armor Class 13 (Natural Armour)

Hit Points 30 (4d8+12)

Speed 30ft., Burrow 20ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 18 (+5) | 12 (+0) | 16 (+7) | 3 (-4) | 10 (+0) | 5 (-3) |

Saving Throws Dexterity +3

Senses Passive Perception 10, Darkvision 60ft., Tremorsense 10ft.

Challenge 1 (200 Xp)

Burrowing Ambush If the mole is underground and has burrowed at least 20ft., then it has advantage on its next attack and deals an additional 9 (2d8) slashing damage on a hit.

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

Actions

Multiattack. The mole makes two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, Reach 5ft, one target. *Hit:* 8 (1d8+4) slashing damage.

DIRE SHARK

Huge, Beast, Unaligned

Armor Class 12

Hit Points 126 (12d12+48)

Speed Swim 60ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 24 (+7) | 15 (+2) | 19 (+4) | 3 (-4) | 14 (+2) | 6 (-2) |

Saving Throws Constitution +7

Skills Perception +5, Stealth +5

Senses Passive Perception 15, Darkvision 120ft.

Challenge 6 (2300 Xp)

Blood Lust The shark has advantage on attack rolls against any creature that has less than half of its hit points remaining. Also, the shark has advantage on Wisdom (Perception) checks made to detect creatures that are bleeding or covered in blood.

Pursuit When the shark takes the dash action, it can also make a bite attack as a bonus action against a target that has less than half of its hit points remaining.

Water Breathing The shark can only breathe underwater.

Actions

Multiattack. The shark makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +10 to hit, Reach 5ft, one target. *Hit* 21 (4d6+7) piercing damage. If the target is a medium or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the shark can't bite another target.

Tail. *Melee Weapon Attack:* +10 to hit, Reach 10ft, one target. *Hit* 16 (2d8+7) bludgeoning damage.

Dire beasts are not necessarily limited by the strengths of their more docile kin. Seemingly weak creatures may have great potential for lethality.

Art: Armored Shark by Daniel Clasquin



DIRE BUNNY

Small, Beast, Unaligned

Armor Class 19

Hit Points 45 (10d6+10)

Speed 50ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|---------|
| 6 (-2) | 21 (+5) | 12 (+1) | 3 (-4) | 12 (+1) | 16 (+3) |

Saving Throws Dexterity +7

Senses Passive Perception 11, Darkvision 60ft.

Challenge 4 (1100 Xp)

Leap The bunny has a vertical jump distance of 20 feet and a horizontal jump distance of 30 feet. If the bunny jumps 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 bunny can make one bite attack against it as a bonus action.

Actions

Multiattack. The bunny makes three claw attacks

Claw. *Melee Weapon Attack:* +7 to hit, Reach 5ft, one target. *Hit* 6 slashing damage.

Bite. *Melee Weapon Attack:* +7 to hit, Reach 5ft, one target. *Hit* 7 (1d4+5) piercing damage.

EXALTED BEASTS

Just as there are exceptional individuals among humanoids; so too are there particular beasts with abilities far exceeding the norm. Exalted beasts represent the height of the animal kingdom, gifted with magical abilities or extraordinary physical might. Druids may seek out such beasts in an effort to borrow their power.

As many beasts lack the knowledge of magic and access to tools that humanoid creatures wield, exalted beasts are especially rare which often leads to a conflict between those protect the creature and others who hunt it for glory.

STORMGRIM

Roaming across a desolate mountain range is a pack of black-furred beasts. Their leader, Stormgrim crests atop a peak and surveys her domain trapped in an eternal thunderstorm. Back by a flash of lightning, her legion of wolves is revealed.

Stormgrim is a dire wolf who gain electrifying powers when caught in a magical storm and struck by lightning. Her identifying features include claw-like scars across her right eye, tufts of electrified fur upon her shoulders and a bright blue light emanating from her chest.

STORMGRIM

Large, Beast, Unaligned

Armor Class 15
Hit Points 150 (20d10+40)
Speed 60ft., Climb 40ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 20 (+5) | 17 (+3) | 15 (+2) | 6 (-1) | 17 (+3) | 10 (+0) |

Saving Throws Constitution +5
Damage Resistances Lightning
Skills Perception +6
Senses Passive Perception 15, Darkvision 120ft.
Challenge 7 (2900 Xp)

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

Pack Tactics Stormgrim has advantage on an attack roll against a creature if at least one of her allies is within 5 ft. of a creature and the ally isn't incapacitated.

Quicken Storm When Stormgrim takes the dash action, she can pass through other creatures' spaces, ignore difficult terrain and does not provoke opportunity attacks until the end of her turn.

Whenever stormgrim passes through another creature's space, that creature must succeed on a DC 17 Dexterity saving throw or take 7 (2d6) lightning damage.

Actions

Multiattack. Stormfang makes two attacks; one with her claws and one with her bite.

Claws. *Melee Weapon Attack:* +8 to hit, Reach 5ft, one target. *Hit* 12 (2d6+5) piercing damage. If the target is a creature, it is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Bite. *Melee Weapon Attack:* +8 to hit, Reach 5ft, one target. *Hit* 16 (2d10+5) piercing damage.

Howling Tempest. Stormgrim unleashes a thunderous howl which can be heard from 300ft away, changing the weather within 1 mile to a lightning storm with torrential rain. The storm lasts for 1 hour and can not be dispersed except through a wish or magical effect of similar power. On each of Stormgrim's turns while the storm is present, she can use a bonus action to call down lightning, targeting a creature she can see. The target must make a DC 16 Dexterity saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much on a successful save.

THE HOWLING WIND

Though ferocious in her own right, Stormgrim leads a large pack of wolves drawn to - or subjugated by - the power she wields. This wolf pack dominates the mountain range they call home in their leader's name.

Wolves of the Howling Wind are known to exhibit an unusual level of cunning through the laying of crude traps and ambushing their prey at their weakest. Such tactics are necessary to feed their numbers and contest other predators for territory. It is rumored that a select few wolves have even attained a semblance of Stormgrim's supernatural abilities.

Art: **The Wolf** by Allagar



RENSCYTHE

Lurking amidst the overgrowth of a vast, forgotten Jungle dwells all manner of deadly beast which aggressively mutates in a biological arms race. The tigers of this jungle are known to be the largest of their kind, their claws turned to jagged knives and fangs resembling that of the sabre-toothed cats rivaled by their ancestors.

Mightiest of them all is Rendscythe, renowned as the jungle's ruler and guardian from external interference. Rendscythe is fiercely territorial and relentless in pursuit of prey. His most distinct features are the two blade-like, bone protrusions attached to both of his front limbs. These blades are sharp enough to cleave through flesh and bone with ease.

BLADES OF BONE

In the harshest environments, beasts must adapt to remain competitive with the likes of wild monstrosities, giants and dragons. Such beasts may even develop abnormal features such as; additional limbs, plates of bone or a great increase in size and weight.

Rendscythe was born to tigers which have developed sharp bone spurs on their limbs to shred the hide of other large predators. However, the spurs on his front limbs developed over time into large blades. The blades grow continuously, forcing Rendscythe to grind them against hard surfaces to keep them sharp and at a reasonable length. The scraping sound this creates features in local folklore as an ill omen.

RENSCYTHE

Large, Beast, Unaligned

Armor Class 14

Hit Points 172 (15d10+90)

Speed 50ft., Climb 50ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 22 (+6) | 17 (+3) | 22 (+6) | 6 (-1) | 16 (+3) | 14 (+2) |

Saving Throws Strength +9, Constitution +9

Skills Perception +6, Stealth +10, Survival +6

Senses Passive Perception 16, Darkvision 120ft.

Challenge 8 (3900 Xp)

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

Pounce If Rendscythe moves at least 20ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, Rendscythe can make one bite attack against it as a bonus action.

Ferocity Rendscythe has advantage on ability checks made to resist or escape being grappled or restrained.

Actions

Multiattack. Rendscythe makes two attacks.

Claw. *Melee Weapon Attack:* +9 to hit, Reach 5ft, one target. *Hit* 13 (2d6+6) slashing damage.

Blade. *Melee Weapon Attack:* +9 to hit, Reach 5ft, one target. *Hit* 19 (2d12+6) slashing damage. This attack deals critical damage on a 19 or 20. Also, the target becomes lacerated until it recovers hit points. While lacerated, a creature takes 3 (3d6) slashing damage at the end of each of their turns. Creatures with no blood are immune to being lacerated.

Bite. *Melee Weapon Attack:* +9 to hit, Reach 5ft, one target. *Hit* 16 (3d6+6) piercing damage.

Roar. Each hostile creature that is within 150 feet of Rendscythe and can hear him must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Rendscythe's Roar for the next 8 hours.

CREDITS

Authored and designed by u/ScrapworkArtisan

Contact me at ScrapworkArtisan@gmail.com

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