



**T**he trees whisper their excitement, the clouds sing with glee. Rejoice! The Master of Storm & Fang arrives. All who would seek passage through the ancient grove, heed this warning: Do not provoke the forest or its inhabitants. Beseech for passage humbly, even if its guardian is unseen, rest assured that *you*... are not.

Those who traverse the woodlands may feel the vigilant gaze of a Stormshifter upon them. Legend speaks of an ancient union between mortal and dryad, birthing beings capable of wielding lightning and tempests as others wield blade and shield. This is but half the tale.

Wanderers recount encounters with beings, some wise and benevolent, others fear-some, with claws that sparked with lightning and pelts sharp as daggers. They are as one with storm and beast, embodying the serene beauty and raw power of nature's grace. As a Stormshifter, you can:

- **Aid your allies** in whatever role is most needed.
- **Wade into the fray** as a shapeshifted beast ranging from friendly to vicious, indomitable, or *HORRIBLE*.
- **Cast powerful spells** from a distance to strike down, control, mend, and more.



# STORMSHIFTER

**Key Stats:** WIL, DEX **Hit Die:** 1d8 **Starting HP:** 13  
**Saves:** WIL+, STR- **Armor:** Cloth or Leather Armor **Weapons:** Staves, Wands  
**Starting Gear:** Cheap Hides, Staff, Strange Plant

**LEVEL 1 Master of Storms.** You know cantrips from the Lightning and Wind schools.  
**Beastshift.** Action: You can transform into a harmless beast (squirrel, pigeon, etc.). While transformed, you can speak with animals. This form lasts until you drop to 0 HP, cast a spell, or if you end it on your turn for free. You have DEX Beastshift charges; they reset on a Safe Rest.

**Tiny Beasts.** Whenever you shapeshift into a Tiny beast, attacks against you are made with disadvantage, but ANY damage ends that shapeshift form.

**LEVEL 2 Direbeast Form.** You can Beastshift into a Fearsome Beast.  
**Mana and Unlock Tier 1 Spells.** You unlock tier 1 Wind and Lightning spells and gain a mana pool to cast these spells. This mana pool's maximum is always equal to  $(WIL \times 3) + LVL$  and recharges on a Safe Rest.

**LEVEL 3 Subclass.** Choose a Stormshifter subclass.  
**Direbeast Form (2).** You can Beastshift into a Beast of the Pack.

**LEVEL 4 Tier 2 Spells.** You may now cast tier 2 spells and upcast spells at tier 2.  
**Key Stat Increase.** +1 WIL or DEX.  
**Stormcaller.** Learn a Utility Spell from each spell school you know.

**Be Wild.** Whenever you spend a day with wild animals during a Safe Rest, you may choose different Stormshifter options available to you.

**LEVEL 5 Direbeast Form (3).** You can Beastshift into a Beast of Nightmares.  
**Upgraded Cantrips.** Your cantrips grow stronger.  
**Secondary Stat Increase.** +1 STR or INT.



- LEVEL 6** **Chimeric Boon.** Choose 2 Chimeric Boons. Whenever you shapeshift into a Direbeast form, you may modify it with 1 Chimeric Boon you know.  
**Expert Shifter.** Gain 1 additional use of Beastshift per Safe Rest.  
**Tier 3 Spells.** You may now cast tier 3 spells and upcast spells at tier 3.
- LEVEL 7** **Subclass.** Gain your Stormshifter subclass feature.  
**Stormcaller (2).** Learn a 2nd Utility Spell from each spell school you know.
- LEVEL 8** **Tier 4 Spells.** You may now cast tier 4 spells and upcast spells at tier 4.  
**Key Stat Increase.** +1 WIL or DEX.  
**Stormborn.** Gain resistance to lightning damage. (1/day) You may gain advantage on a Naturecraft check or Concentration check.
- LEVEL 9** **Chimeric Boon (2).** Choose a 3rd Chimeric Boon.  
**Expert Shifter (2).** Gain 1 additional use of Beastshift per Safe Rest.  
**Secondary Stat Increase.** +1 STR or INT.
- LEVEL 10** **Tier 5 Spells.** You may now cast tier 5 spells and upcast spells at tier 5.  
**Upgraded Cantrips.** Your cantrips grow stronger.
- LEVEL 11** **Subclass.** Gain your Stormshifter subclass feature.
- LEVEL 12** **Tier 6 Spells.** You may now cast tier 6 spells and upcast spells at tier 6.  
**Key Stat Increase.** +1 WIL or DEX.  
**Chimeric Boon (3).** Select a 4th Chimeric Boon.  
**Expert Shifter (3).** Gain 1 additional use of Beastshift per Safe Rest.
- LEVEL 13** **Secondary Stat Increase.** +1 STR or INT.  
**Stormborn (2).** Instead of rolling dice, deal the max damage of a Wind spell by spending a charge of your Beastshift feature. Whenever you end Beastshift, you may cast a cantrip for free.
- LEVEL 14** **Tier 7 Spells.** You may now cast tier 7 spells and upcast spells at tier 7.
- LEVEL 15** **Subclass.** Gain your Stormshifter subclass feature.  
**Upgraded Cantrips.** Your cantrips grow stronger.
- LEVEL 16** **Tier 8 Spells.** You may now cast tier 8 spells and upcast spells at tier 8.  
**Key Stat Increase.** +1 WIL or DEX.
- LEVEL 17** **Chimeric Boon (4).** Select a 5th Chimeric Boon.  
**Secondary Stat Increase.** +1 STR or INT.
- LEVEL 18** **Tier 9 Spells.** You may now cast tier 9 spells and upcast spells at tier 9.
- LEVEL 19** **Epic Boon.** Choose an Epic Boon (see pg. 23 of the *GM's Guide*).
- LEVEL 20** **Archdruid.** +1 to any 2 of your stats. (1/encounter) Cast a spell up to tier 4 for free when you enter or leave a Beastshift form.  
**Upgraded Cantrips.** Your cantrips grow stronger.

# DIREBEAST FORMS

## FEARSOME BEAST



**(Large).** Transform into any Large beast. Gain DEX+LVL temp HP (until Beastshift ends), the Gore attack, and Fearsome. **Gore.** Action: 1d6+LVL damage, on hit: Gain LVL temp HP. **Fearsome.** Whenever you Interpose or Defend, you may spend 1 mana to force them to reroll the attack (you must choose either result).

## BEAST OF THE PACK



**(Medium).** Transform into a Medium beast. Gain +DEX speed, Supercharge, and the Thunderfang attack. Whenever you crit or kill one or more enemies, Thunderfang gains a cumulative +1d4 lightning damage until combat ends. **Thunderfang.** Action: 1d4+LVL piercing damage. **Supercharge.** Spend up to WIL mana, and your next Thunderfang attack deals an additional 1d8 lightning damage per mana spent (you take this damage on a miss).

## BEAST OF NIGHTMARES



**(Tiny).** Transform into any Tiny beast or insect (provided it is *horrible*). Gain the Sting attack and Silent But Deadly. **Sting.** (1/round) Action: Reach: 0. 1d4 piercing + 3×LVL acid damage (ignoring armor), on crit: 4×LVL damage instead. **Silent But Deadly.** Speed: 2. You cannot Defend or Interpose. Attackers cannot target you until you become conspicuous (e.g., being seen transforming or attacking).

**Tiny Beasts.** Whenever you shapeshift into a Tiny beast (Beast of Nightmares included), attacks against you are made with disadvantage, but ANY damage ends that shapeshift form.

# CHIMERIC BOONS

**Beast of the Sea.** Can move, breathe, and fight underwater without penalty.

**Climber.** Can walk across walls and ceilings; ignores difficult terrain.

**Fleet Footed.** +2 speed. Advantage on Stealth checks and against the Grappled condition.

**Earthwalker.** +2 armor. Can burrow through dirt and unworked rock at half speed (leaving a tunnel behind). Advantage against the Prone condition.

**Keen Senses.** Advantage on Perception and Assess checks. Unaffected by Blinded.

**Leader of the Pack.** Advantage against fear and charm effects for yourself and allies within 6 spaces.

**Phasebeast.** Whenever you shift between this form and your normal form (and vice versa), you may teleport up to 6 spaces away to a place you can see.

**Prehensile Tail.** Creatures you hit in melee that are your size or smaller are Grappled. If you hit a larger creature, you may move with it when it moves.

**Winged.** Gain a flying speed. Forced movement moves you twice as far while flying.

**Be Wild.** Whenever you spend a day with wild animals during a Safe Rest, you may choose different Stormshifter options available to you.



## SUBCLASSES

# — CIRCLE OF — SKY & STORM

- LEVEL 3** **Deepening Study.** Choose the Ice or Radiant school to learn.  
**Creature of the Fey.** You may cast spells while Beastshifted.  
**Attuned to Nature.** (1/day) Add LVL to any skill check related to nature or weather.
- LEVEL 7** **Raging Tempest.** Whenever you crit with a tiered spell, you may cast a cantrip for free from a school you know and haven't cast any spells from this turn (at the same level of dis/advantage).
- LEVEL 11** **Primordial Force.** Spending 2+ mana on a spell grants an additional effect:
- **Ice.** Gain WIL temp HP.
  - **Lightning.** Deal additional damage equal to your WIL.
  - **Radiant.** You may heal a creature within 6 spaces WIL HP.
  - **Wind.** Gain a flying speed this turn. Move up to 6 spaces for free.
- LEVEL 15** **Master of Storm.** You can concentrate on 1 lightning spell and 1 wind spell at the same time. (1/Safe Rest) You can cast Ride the Lightning for 0 mana.

# — CIRCLE OF — FANG & CLAW

- LEVEL 3** **Swiftshift.** When you roll Initiative, you may Beastshift or move for free. While transformed, you may shift between different Direbeast forms for free (and as a reaction by spending 1 mana); however, Beastshifting for free does not grant any temp HP.  
**Windborne Protector.** (1/encounter) Reaction: when an enemy attacks, spend 2 mana to shift into a Fearsome Beast. Then you may Interpose from up to 12 spaces away and Defend for free (if you have not yet done so this round).  
**Friend of Beasts.** Beasts will not attack you until you first harm them. You may transform into harmless beasts without spending a Beastshift charge.
- LEVEL 7** **Unleash the Beast.** (1/encounter) When you miss, you can crit instead.  
**Storm Wake.** (1/encounter) Action: Spend 3 mana to shift into a Beast of the Pack, then teleport in a straight line up to 12 spaces away, unerringly dealing WIL d8 lightning damage to any creatures you choose adjacent to your path.
- LEVEL 11** **Master of Forms.** Your shapeshift forms can have 2 Chimeric Boons at a time.  
**Venomous Gaze.** (1/encounter) Action: Spend 2 mana to shift into a Beast of Nightmares. Then entice a creature within 12 spaces to move 2×WIL spaces closer to you on a failed WIL save (they roll with disadvantage and must repeat until they save or can move no further). If they end up in the same space as you, you may Sting them for free.
- LEVEL 15** **Master of Forms (2).** You can Beastshift 2 additional times per Safe Rest. Choose 2 additional Chimeric Boons. Your Direbeast forms can have 3 at a time.