

MALEGORIANS

Queen Ecydnia's order to seal the gates of Malegor from the rest of the world did not go unchallenged. A significant number of her subjects had grown weary of her reign, unable to bear the incessant hardships on the realm. As such, these subjects could only see the closing gates of Malegore as the jaws of a trap snapping shut. Such a notion was only further cemented with the severe punishment that befell anyone who would even dare entertain the idea of fleeing Malegore. Initial escape attempts were dealt with immediately and brutally, their mangled corpses serving as a grim warning for all would-be escapees. All changed once the bestial blight ravaged Malegore. In the blight's early stages, Malegore was plunged into chaos. With the soldiers and knights of Malegore engaged in their feeble attempt to stop the spread of the beast blight, entire groups of Ecydnia's subjects managed to escape her walls, believing themselves safe from the malady once outside. How wrong they were...

MALEGORIAN TRAITS

Carrying the curse of Malegor, you possess innate traits and capabilities.

Ability Score Increase. Increase one ability score by 2 and increase a different one by 1, or increase three different ability scores by 1.

Age. You mature at the age in your late teens and live for over two centuries.

Size. Your size is medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common, and another language of your choice.

Darkvision. You have bestial senses and can see in the dark. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Bestial Instincts. You are proficient in one of the following skills: Perception, Stealth, or Survival.

Beastkin. If you are not proficient in the skill, add your proficiency bonus to any Animal Handling, Insight or Intimidation check you make when interacting with a Beast or Monstrosity.

Healing Factor. Whenever you finish a Short Rest, you regain hit points equal to your character level and whenever you finish a Long Rest you reduce your Exhaustion by one additional level and regain additional hit dice equal to your Proficiency Bonus.

Therion Manifestation. You can use a bonus action to manifest your therion nature for one minute. You can use this bonus action a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest. Once you use your Therion manifestation you can't use it again until 10 minutes have passed. When you use this bonus action choose one of the manifestations from the therion manifestation list.



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Alternate Flavour:

Because the original Malegorean lore is very specific, here are some setting-neutral ideas for a Malegorean player character:

- You are afflicted with a parasite which causes monstrous mutations that you can manifest on a whim.
- You were cursed with a unique form of lycanthropy which allows only partial transformation.
- You descend from a long line of demon worshippers loyal to a demon prince of beasts.
- You were injected by the accursed blood of an elder being which causes your form to become unstable.

THERION MANIFESTATIONS:

Claws. You manifest powerful claws that you can use as natural weapons and to climb. For the duration of the manifestation you have a climbing speed equal to your movement speed and you can use your claws to make unarmed strikes, dealing slashing damage equal to $1d4 +$ your Strength or Dexterity modifier. While you manifest your claws, you can attack with your claws as a bonus action and you do not need a free hand to make these attacks. When you use this manifestation, you can make a single attack with your claws as part of the same bonus action.

Jaw. You manifest a mighty jaw that you can use to maul and hold. For the duration of the manifestation you gain a bite attack to make unarmed strikes that deal piercing damage equal to $1d6 +$ your Strength or Dexterity modifier. If the bite attack hits you can grapple the target. For the duration of the grapple you can't use your bite attack against another creature. When you use this manifestation you can make a bite attack as part of the same bonus action.

Larynx. You manifest the voice of a mighty beast. For the duration of the manifestation you can use an action to unleash a bestial scream that is audible within 2 miles. When you scream, each creature within 10 ft. of you must succeed a Constitution saving throw or be deafened until the end of your next turn. A creature that is deafened this way can't use reactions. The DC of the saving throw is equal to $8 +$ your Proficiency Bonus $+$ your Constitution Modifier. When you use this manifestation you can scream as part of the same bonus action.

Limbs. You manifest the powerful bestial limbs that enhance your mobility. For the duration of the manifestation your walking speed increases by 5 feet and your jumping distance is doubled. When you use this manifestation, you can dash as part of the same bonus action.



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ACCURSED RENEGADES

Those few souls who slipped through the gates before Malegore's fall to the bestial blight didn't escape unscathed. Now separated from the origin of the curse, the survivors still carry the blight within their bodies unseen, though some weren't so lucky. While appearing completely humanoid on the surface, the monstrous beast within aches for release. Most survivors know the world would not accept them if they give in to such temptation and allowed the bestial curse inside to see the light of day.

Descendants of the original defectors know very little about their true origin, only that they, too, are cursed as their ancestors were by a vile queen of a long forgotten kingdom. They tend to stick to their own, forming tightly knit communities. Such communities have adapted two strategies to avoid the rest of the world - either by never settling down in one place or by staying hidden deep within the wilds.

A centerpiece of their culture is managing the delicate balancing act between their human and bestial halves. Instead of suppressing their monstrous side, they learned to harness its power for their own survival while roaming at the edges of society. Not only did this allow them to survive, they thrived. However, such rich power comes at a cost: Those afflicted must tame their inner beast during moments of heightened emotion, lest they hurt friend and foe alike...



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