

# Tome of Lycanthropy: Barbarian

This Is Supplemental Material

## Primal Path

At 3rd level, a barbarian gains the Primal Path feature. This is an option written by Odvaskar for that feature: The Path of the Lycanthrope.

## Path of the Lycanthrope

Barbarians who have been cursed to turn into feral beasts walk the Path of the Lycanthrope. They become stronger by drawing their rage from the curse that afflicts them. The more they accept and give into their inner beast the more control and power they receive from it. Many of these barbarians inherit the curse from birth, being bitten while battling a vicious lycanthrope, becoming cursed by a powerful fey creature, or by being touched by a deity of the hunt or beasts. This subclass works best for players that want to play a werebear, wereboar, weretiger, wererat, or werewolf.

## Origin of the Curse

*3rd-level Path of the Lycanthrope feature*

You can choose or roll a 1d6 to determine the origin of the curse.

### Origins

1d6	Origin
1	One of your parents was a lycanthrope and you inherited a part of the curse.
2	You tried to cure your lycanthropy, but a part of the curse remains.
3	You underwent a tribal ritual to bind your soul with an animal spirit.
4	You were bitten by a lycanthrope, but the curse didn't fully manifest.
5	You were cursed by a powerful fey creature.
6	When you were born a deity of the moon or beasts gave you this curse or gift.

## Primal Senses

*3rd-level Path of the Lycanthrope feature*

Starting when you choose this primal path at 3rd level, your senses become enhanced by your curse. You gain advantage on Wisdom (Perception) checks that rely on hearing or smell. Additionally, beasts can understand your speech and you can decipher their noises and body language to communicate with them.

## Cursed Transformation

*3rd-level Path of the Lycanthrope feature*

At 3rd level, your curse begins to manifest when you enter a rage. When you rage you take on the physical appearance of a werebear, wereboar, weretiger, wererat, or werewolf. Once chosen you can't change the appearance of your cursed form.

**Feral Weapons.** While raging, parts of your body transform into deadly weapons. These natural weapons deal 1d6 plus Strength modifier bludgeoning, piercing, or slashing damage (your choice per attack) on a hit. When you take the attack action on your turn and attack with your feral weapon, you can make one additional attack using a feral weapon as part of the same action. The damage increases to a 1d8 at 10th level and a 1d10 at 14th level.

**Blood Frenzy.** You can become blood frenzied when you enter a rage. When you become blood frenzied you unleash a terrifying roar. Each creature of your choice within 30 feet of you to make a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Constitution). On a failed save, the creature is frightened of you for 1 minute. The creature can repeat the saving throw at the end of its turn, ending the effect on a success. Additionally, at the start of each of your subsequent turns you must succeed on a Wisdom saving throw DC 10, or half of the total damage you've taken from attacks since your last turn, on a failed save you must move directly towards the nearest creature to you and use the attack action against that creature. If there

is more than one possible target, roll to randomly determine the target. You then regain control for the remainder of your turn. Your blood frenzied state ends when you stop raging.

## Beastial Prowess

*6th-level Path of the Lycanthrope feature*

The curse of the beast within you grows in power. Your feral weapon attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Additionally, while raging you gain the following benefits:

- **Furious Beast.** While raging, your jumping distance is doubled, and your walking speed increases by 10 feet.
- **Bloodlust.** While in a blood frenzy, whenever you use reckless attack, you regain a number of hit points equal to your proficiency modifier. You can only gain hit points in this way once per turn.

## Rabid Beast

*10th-level Path of the Lycanthrope feature*

At 10th level, you can bring forth the rabid nature of your curse. When you roll initiative and have no uses of Rage remaining, you regain one use. However, you must enter a blood frenzy with the regained use. You gain the following benefits:

- **Rabid Reaction.** When 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 with advantage.
- **Rip and Tear.** While in a blood frenzy, your feral weapon attacks score a critical hit on a roll of 19 or 20.

## Beast's Embrace

*14th-level Path of the Lycanthrope feature*

Beginning at 14th level, you have embraced your curse which allows you to control the violent urges. Whenever you enter a blood frenzy you automatically succeed the Wisdom saving throws at the start of each of your turns. Additionally, you gain the following benefits from embracing the beast within:

**Lycanthropic Vigor:** At the start of each of your turns, you regain hit points equal to 1 + your Constitution modifier (minimum of 1) if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.

**Strength of the Pack.** You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.