

BARBARIAN SUBCLASS:

Path of the

Lycanthrope



BARBARIAN SUBCLASS: PATH OF THE LYCANTHROPE

"He who lives by fang and claw finds blood at the end of his strength."

– Ashanti Proverb



While Barbarians that follow the Path of the Lycanthrope are not infected with the full curse of Lycanthropy,

their power comes from similar pacts sealed long ago. Many inherit their bestial nature from ancestors, learning about the wolf and her powers from their elders. Others find themselves on the path because of more recent encounters with the blood or teeth of brutes.

SUPERNATURAL CONSTITUTION

When you choose this path at 3rd level, your rage draws out the beast inside. When raging, your teeth may sharpen into fangs or patches of fur may sprout from your skin. In addition to the other resistances your rage grants, you gain resistance to poison damage when raging.

ONE WITH THE WOLF

Also at 3rd level, you gain the ability to shape-shift into the form of a wolf as a Bonus Action. You can hold this form for ten minutes per Barbarian level. When you shift in this way, you take on the abilities and attributes of a wolf, though you retain your Intelligence, Wisdom, and Charisma scores, as well as your Strength score if it is higher than that of a wolf. While in wolf form, you gain a number of temporary hit points equal to twice your Barbarian level. Once these hit points are gone, you revert to your normal form. You can choose to end the shift at any time as a free action. Reverting to your

normal form does not end your rage, nor does being in wolf form prevent you from going into a rage.

In addition to shifting, your beast blood grants you claws. When you are raging, your unarmed strikes deal 1d4 slashing damage instead of the normal bludgeoning damage.

BIGGER AND BADDER

At 6th level, your wolf form expands to include the ability to shift into a Dire Wolf. Also, while shifted, your attacks count as magical for the purposes of overcoming resistances, and you are able to make two attacks when you take the Attack Action on your turn.

FERAL RAGE

Also at 6th level, your rage enhances your ability to fight unhindered by wood and steel. The damage dealt by your unarmed strikes increased to 1d6 slashing damage, and your unarmed strikes count as magical for the purposes of overcoming resistances. In addition, when you take the attack action on your turn, you can make a bite attack against an enemy within 5ft if you as a bonus action, dealing 1d4 piercing damage on a hit.

ANIMAL INSTINCTS

At 10th level, your wolfish senses give you advantage on Wisdom (Perception) checks that rely on your sense of smell. Your sense of people and situations also sharpens, giving you advantage on Wisdom (Insight) checks.

WINTER'S HOWL

At 14th level, the call of the wild in your blood empowers you to shift into a Winter Wolf. Also, you are able to enter a rage on the same Bonus Action you use to shift.