

# Tome of Lycanthropy:

## Druid

This Is Supplemental Material

### Druid Circle

At 2nd level, a druid gains the Druid Circle feature. This is an option written by Odvaskar for that feature: The Circle of Lycanthropy.

## Circle of Lycanthropy

Druids that are cursed with lycanthropy and haven't had their first transformation under a full moon, seek out and join Circle of Lycanthropy. To be part of this circle a druid must undergo a ritual called the Beast's Embrace, in which they must find a place infused with natural magic and learn to accept their inner beast created by the curse. After the Beast's Embrace, the druid can no longer remove the curse or curse others with lycanthropy, but their control over the curse and druidic connection to fauna allows them to change the curse's physical aspect to that of other beasts. Many of these druids become great warriors and the strongest among them have been known to rally large groups of lycanthropes to protect the wilderness. Druids that fail the ritual have their inner beast fully take over their mind transforming them into monstrosity, a Skinwalker.

### Instinctual Predator

2nd- Circle of Lycanthropy feature

Starting 2nd level, your body and senses become altered due to the curse of lycanthropy spreading within you. You have advantage on Perception checks that rely on hearing and smell. Circle of Lycanthropy druids doesn't limit themselves to simple weapons, you gain proficiency with martial weapons. Additionally, you are considered a *Shapechanger* for any spells or effects that specify.

### Cursed Aspect

2nd-level Circle of Lycanthropy feature

Starting at 2nd level, you gain the ability to change the physical aspect of the curse. As a bonus action you can expend a use of your Wild Shape feature to transform into the aspect. While you are transformed, the same rules as Wild Shape apply except for the following:

- When in a cursed aspect you gain resistance to bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons.
- You retain the benefit of any features from your class (except spell casting), race, or other source and can use them if your new form is physically capable of doing so.
- You can speak with some difficulty (can't cast spells) and use weapons.
- You manifest natural weapons. They count as a simple weapon for you, and you add your strength modifier to the attack and damage rolls when you attack with them.
- Ability scores changed by the cursed aspect return back to normal after the aspect's duration ends.

Additionally, when you transform you must choose an aspect from the Cursed Aspects Table.

#### Cursed Aspects

Druid Level	Aspect
2nd	Werebear
2nd	Wereboar
2nd	Wererat
4th	Weretiger
4th	Werewolf
6th	Werecocodile
6th	Wereshark
8th	Wererat
8th	Wereraven

**Werebear.** You take on the physical aspect of a werebear. You gain the following benefits:

- You gain a +2 to your AC and temporary hit points equal to twice your druid level.
- You gain a climbing and swimming speed equal to your walking speed.
- Your Strength ability score becomes an 18.
- **Bite.** You gain a bite attack that deals 1d8 piercing damage on hit.
- **Claws.** You gain a claw attack that deals 2d6 slashing damage on hit.

**Wereboar.** You take on the physical aspect of a wereboar. You gain the following benefits:

- You gain a +1 to your AC and temporary hit points equal to three times your druid level.
- Your walking speed increases by 10 feet.
- Your Constitution ability score becomes an 18.
- **Tusks.** You gain a tusk attack that deals 1d8 slashing damage on hit.
- **Relentless (Once per Bestial Aspect).** If you take 14 damage or less that would reduce you to 0 hit points, you are reduced to 1 hit point instead.

**Wererat.** You take on the physical aspect of a wererat. You gain the following benefits:

- You gain a +1 to your AC and temporary hit points equal to your druid level.
- Your Dexterity ability score becomes an 18.
- **Bite.** You gain a bite attack that has the Finesse property and deals 1d6 piercing damage on hit.
- **Nimble.** You can take the Disengage or Hide action as a bonus action on each of your turns.

**Weretiger.** You take on the physical aspect of a weretiger. You gain the following benefits:

- You gain a +1 to your AC and temporary hit points equal to twice your druid level.
- Your jumping distance is tripled.
- Your Strength ability score becomes an 18 and your Dexterity ability score becomes a 14.

- **Bite.** You gain a bite attack that deals 1d10 piercing damage on hit.
- **Claws.** You gain a claw attack that deals 1d10 slashing damage on hit.

**Werewolf.** You take on the physical aspect of a werewolf. You gain the following benefits:

- You gain a +1 to your AC and temporary hit points equal to twice your druid level.
- You have advantage attack rolls against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.
- Your Strength and Dexterity ability scores become a 16.
- **Bite.** You gain a bite attack that deals 1d8 piercing damage on hit.
- **Claws.** You gain a claw attack that deals 2d4 slashing damage on hit.

**Werecocodile.** You take on the physical aspect of a werecocodile. You gain the following benefits:

- You gain a +3 to your AC and temporary hit points equal to twice your druid level.
- You can hold your breath for up to 1 hour and you gain swimming speed equal to your walking speed.
- Your Strength ability score becomes a 20.
- **Bite.** You gain a bite attack that deals 2d6 piercing damage on hit. You can choose to restrain the target if you hit, you can't bite another creature if you are restraining one.
- **Tail.** You gain a tail attack that has a reach of 10 feet and deals 1d10 bludgeoning damage on hit.

**Wereshark.** You take on the physical aspect of a wereshark. You gain the following benefits:

- You gain a +1 to your AC and temporary hit points equal to three times your druid level.
- You can breathe air and water.
- You gain swimming speed of 50 feet and blindsight of 30 feet while underwater.
- Your Strength ability score becomes a 20.
- **Blood Frenzy.** You have advantage on melee attacks against any creature that doesn't have all its hit points.

- **Bite.** You gain a bite attack that deals 2d8 piercing damage on hit.

**Werebat.** You take on the physical aspect of a werebat. You gain the following benefits:

- You gain a +1 to your AC and temporary hit points equal to your druid level.
- You gain flying speed of 60 feet.
- Your Dexterity ability score becomes a 21.
- **Echolocation.** You have blindsight of 60 feet while not deafened.
- **Bite.** You gain a bite attack that has the Finesse property and deals 1d6 piercing damage on hit.

**Wereraven.** You take on the physical aspect of a wereraven. You gain the following benefits:

- You gain a +1 to your AC and temporary hit points equal to your druid level.
- You gain flying speed of 50 feet.
- Your Dexterity ability score becomes a 21.
- **Flyby.** You don't provoke opportunity attacks when you fly out of an enemy's reach.
- **Mimicry.** You can perfectly mimic simple sounds you've heard, such as a person whispering, a baby, crying, or an animal noise.
- **Beak.** You gain a beak attack that has the Finesse property and deals 1d6 piercing damage on hit.

## Feral Savagery

*6th-level Circle of Lycanthropy feature*

At 6th level, The curse within you grows and strengthens your physical form. You gain the following abilities:

- Your unarmed strikes and natural weapon attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.
- You can attack twice, instead of once, whenever you take the Attack action on your turn.

## Inner Control

*10th-level Circle of Lycanthropy feature*

Starting at 10th level, you gain greater control over the aspects of the curse. You have advantage on the ability checks and savings based on the physical ability score you gained from the aspect. If the aspect changed two of your stats, you gain advantage on ability checks and saving throws for both stats.

## Beasts Tongue

*10th-level Circle of Lycanthropy feature*

At 10th level, Your control of the curse allows you communicate better while in your cursed aspect. Any beast of the same animal type as your cursed aspect can understand your speech and you can understand theirs (for example, while using the werewolf aspect can speak with wolves). Additionally, you briefly speak unimpeded allowing you to cast one spell of 1st level or higher while in your cursed aspect. You can do so once per use of the cursed aspect feature.

## Symbiotic Curse

*14th-level Circle of Lycanthropy feature*

Beginning at 14th level, you and your curse have a symbiotic connection. Allowing you to invoke your druidic magic to the feed the curse. While you are transformed by a Cursed Aspect, you can use a bonus action to expend one spell slot to regain 1d12 hit points per level of the spell slot used. Additionally, you gain the Beasthood Strike.

**Beasthood Strike.** When you hit a creature with a natural weapon attack, you can expend one spell slot to deal extra damage of the weapons type to the target. The extra damage is 2d6 for a 1st-level spell slot, plus 1d6 for each spell level higher than 1st, to a maximum of 5d6. Every time you use a this feature the duration of your current Cursed Aspect is reduced by 1 hour.