

LYCANTHROPE

One of the most ancient and feared of all curses, lycanthropy can transform the most civilized humanoid into a ravaging beast. In its natural humanoid form, a creature cursed by lycanthropy appears as its normal self. Over time, however, many lycanthropes acquire features suggestive of their animal form. In that animal form, a lycanthrope resembles a powerful version of a normal animal. On close inspection, its eyes show a faint spark of unnatural intelligence and might glow red in the dark.

Evil lycanthropes hide among normal folk, emerging in animal form at night to spread terror and bloodshed, especially under a full moon. Good lycanthropes are reclusive and uncomfortable around other civilized creatures, often living alone in wilderness areas far from villages and towns.

Curse of Lycanthropy. A humanoid creature can be afflicted with the curse of lycanthropy after being wounded by a lycanthrope, or if one or both of its parents are lycanthropes. A remove curse spell can rid an afflicted lycanthrope of the curse, but a natural born lycanthrope can be freed of the curse only with a wish.

A lycanthrope can either resist its curse or embrace it. By resisting the curse, a lycanthrope retains its normal alignment and personality while in humanoid form. It lives its life as it always has, burying deep the bestial urges raging inside it. However, when the full moon rises, the curse becomes too strong to resist, transforming the individual into its beast form—or into a horrible hybrid form that combines animal and humanoid traits. When the moon wanes, the beast within can be controlled once again. Especially if the cursed creature is unaware of its condition, it might not remember the events of its transformation, though those memories often haunt a lycanthrope as bloody dreams. Some individuals see little point in fighting the curse and accept what they are. With time and experience, they learn to master their shapechanging ability and can assume beast form or hybrid form at will. Most lycanthropes that embrace their bestial natures succumb to bloodlust, becoming evil, opportunistic creatures that prey on the weak.

CURSE OF LYCANTHROPY

You can be cursed by lycanthropy without taking any levels in this prestige class. Those cursed by Lycanthropy can only shift into one of their forms during a full moon, when they witness an ally drop to 0 hit points or when a similar dramatic event occurs. While shifted in this way they have access to the natural weapons granted by their form but otherwise gain no benefits.

Lycanthropy can be suppressed by regular exposure of the Belladonna plant. If a lycanthrope comes into contact with the Belladonna extract he loses 1d10 of his maximum hit points and is not able to shift into either of his forms until they finish a long rest, upon which they recover their maximum hit points.

PREREQUISITES

In order to advance as a lycanthrope you must meet the following prerequisites (in addition to the multiclass prerequisites of your existing class):

- **Constitution 13.** Your body must be strong enough not to be consumed by the curse.
- **Cursed with Lycanthropy.** You must have been bitten by a lycanthrope and failed to resist the curse.
- **Must be a living creature.** The curse won't take a foothold in undeads, plants, oozes and constructs.
- **Character level 5th.** Only those powerful enough can develop the curse to their will.

THE LYCANTHROPE

Level	Features
1st	Form, Transformaton
2nd	Ferocious Outburst, Form Outburst
3rd	Form Feature
4th	Lycanthrope Feat
5th	Beastly Stamina, Master Lycanthrope

CLASS FEATURES

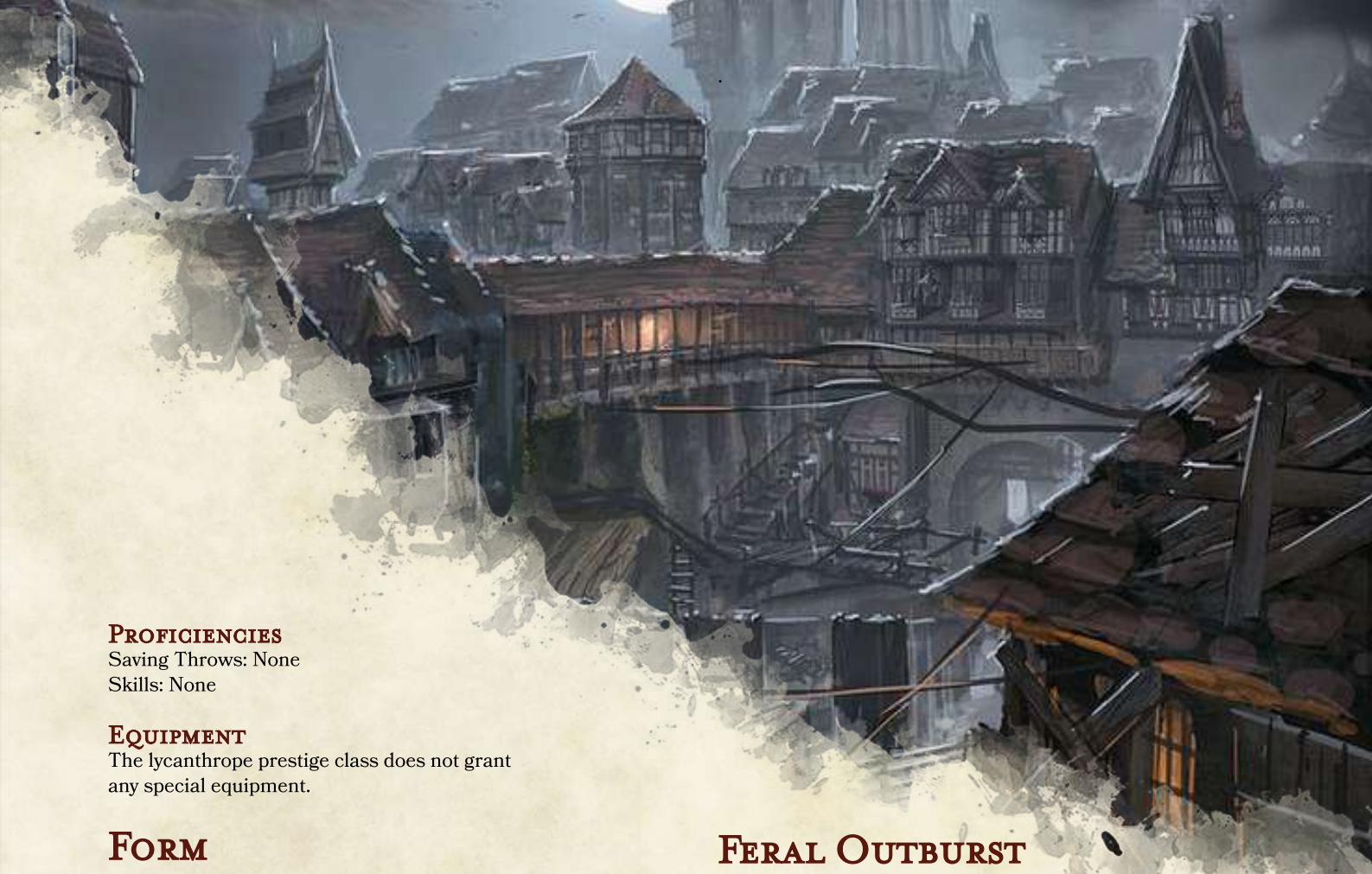
As a lycanthrope, you gain the following class features.

HIT POINTS

Hit Dice: 1d12 per lycanthrope level

Hit Points per Level: 1d12 (or 7) + your Constitution modifier per lycanthrope level





PROFICIENCIES

Saving Throws: None
Skills: None

EQUIPMENT

The lycanthrope prestige class does not grant any special equipment.

FORM

When you take a level in this class you gain features depending on what form of lycanthrope cursed you. You gain the benefits from your lycanthrope form described later in this class.

TRANSFORMATON

Starting at 1st level you can use an action to shift into a beast or humanoid-beast hybrid form. While in your beast or hybrid forms you have natural weapons described in the Form section of this class.

While shifted to your hybrid form you choose if your equipment is melded into your form or worn by it, and you can speak and wield weapons.

While shifted to your beast form your equipment melds into your form and you gain no benefits from it and you can neither speak nor wield weapons.

This transformation lasts a number of hours equal to your constitution modifier or until end it as an action. At the end of this transformation you gain one level of exhaustion.

FULL MOON

During a full moon you transform into your beast or hybrid form and go hunting for a living creature to consume. You still recognize allies as allies but otherwise you treat any living creature as prey. Your DM might take control of your character during this time or let you play it yourself.

FERAL OUTBURST

At 2nd level you can use your supernatural stamina to fuel your attacks. While in either your beast or hybrid forms and you hit with a melee weapon attack you may expend a hit die to add the number rolled on the hit die to the damage of the attack. (*Any form*)

LYCAN FEAT

At 4th level you further develop and specialize the way the curse works for you. You choose one of the options from the Lycan feat list at the end of this section.

BEASTLY STAMINA

At 5th level, when you roll a 1 or 2 on a hit die expended as part of a short rest or as part of a feral outburst you may reroll the die and use the second result. (*Any form*)

MASTER LYCANTHROPE

At 5th level, the beast has become an extension of yourself and transforming has become as easy as breathing. You can now transform as a bonus action instead of an action, you do not gain a level of exhaustion at the end of your transformation and you can stay in any of your forms as long as you wish.

In addition you may make an attack with one of your natural weapons granted by this class as a bonus action.

FORMS



nce you take a level in this class your physique and personality might change in a way mirroring the beast that cursed you. You may choose to roll or pick one or more of the options on the Change table in your form.

WEREBEAR

Werebears are powerful lycanthropes with the ability to temper their monstrous natures and reject their violent impulses. In humanoid form, they are large, muscular, and covered in hair matching the color of their ursine form's fur. A werebear is a loner by nature, fearing what might happen to innocent creatures around it when its bestial nature takes over.

When a werebear transforms, it grows to enormous size, lashing out with weapons or claws. It fights with the ferocity of a bear, though even in its bestial forms, it avoids biting so as to not pass on its curse. Typically, a were bear passes on its lycanthropy only to chosen companions or apprentices, spending the time that follows helping the new lycanthrope accept the curse in order to control it.

Solitary creatures, werebears act as wardens over their territory, protecting flora and fauna alike from humanoid or monstrous intrusion. Though most were bears are of good alignment, some are every bit as evil as other lycanthropes.

WEREBEAR CHANGES

d4 Physical Change

- 1 Your weight increases almost twofold
- 2 Your hair and facial hair (if applicable) grows thicker and longer
- 3 You gain excessive body hair
- 4 Your jaw enlarges and elongates

d4 Mental Change

- 1 You become protective of nature
- 2 You strive to help strangers in need
- 3 You are uncomfortable when fully clothed
- 4 Resting and a good night sleep become your top priorities

NATURAL WEAPONS

Your claws are natural weapons that deal 1d10 + your Strength modifier slashing damage and your teeth are a natural weapon that deals 1d6 + your Strength modifier piercing damage. If a creature is hit by your bite attack the creature must make a Constitution saving throw (DC 8 + your proficiency bonus) or be cursed with werebear lycanthropy. (*Hybrid or beast form*)

URSINE GRIP

Starting at 1st level, your mighty arms can hold larger weapons than any other. You may wield a two handed melee weapon in one hand given that you are wielding no other weapon. You may use a versatile weapon with this feature with one hand as if you were holding it with both hands. (*Any form*)

OUTBURST: MAUL

At 2nd level, you've learned to use your strength to overpower your enemies. When you use your Feral Outburst feature with a natural weapon against a large or smaller creature, you may force the target to make a Strength saving throw (DC 8 + twice your proficiency bonus) or fall prone. You may use this feature a number of times equal to your Lycanthrope level. You regain all expended uses when you finish a short or long rest. (*Hybrid or beast form*)

STRENGTH OF THE BEAR

At 3rd level, your ursine strength feels limitless. You count as one size category larger when determining the weight you can lift, pull or push. In addition you become proficient with the athletics skill, if you're already proficient you may add twice your proficiency bonus. (*Any form*)



WEREBOAR

Wereboars are ill-tempered and vulgar brutes. As humanoids, they are stocky and muscular, with short, stiff hair. In their humanoid and hybrid forms, they use heavy weapons, while in hybrid or animal form, they gain a devastating goring attack through which their curse is spread. A wereboar infects other creatures indiscriminately, relishing the fact that the more its victims resist the curse, the more savage and bestial they become.

Wereboars live in small family groups in remote forest areas, building ramshackle huts or dwelling in caves. They are suspicious of strangers but sometimes ally themselves with orcs.

WEREBOAR CHANGES

d4 Physical change

- 1 Your lower canines grow into small tusks
- 2 Your hair becomes short and stiff
- 3 Your hair rises at the scent of blood and meat
- 4 You squeal when excited

d4 Mental Change

- 1 You grow suspicious of all strangers
- 2 Pain in yourself and others pleases you
- 3 You become short tempered and vulgar
- 4 You enjoy running towards strange sounds

NATURAL WEAPONS

Your tusks are natural weapons you can use to gore your enemies, they deal 1d8 + your Strength modifier piercing damage. If a creature is hit by your gore attack the creature must make a Constitution saving throw (DC 8 + your proficiency bonus) or be cursed with wereboar lycanthropy. (*Hybrid or beast form*)

BOAR'S CHARGE

Starting at 1st level, you've harnessed the beast within you to perform rampaging charges. You can use your bonus action to dash, in addition, for every 20 feet you move towards a creature in a straight line before hitting it with an attack, the attack deals an additional 1d6 damage (up to a maximum of 2d6). (*Any form*)

OUTBURST: SHOVE

At 2nd level, the sheer strength of your body can move the mightiest foes. When you use your Feral Outburst feature using a natural weapon against a large or smaller creature, you may force the target to make a Strength saving throw (DC 8 + twice your proficiency bonus) or be pushed up to 10 feet away from you. You may use this feature a number of times equal to your Lycanthrope level. You regain all expended uses when you finish a short or long rest. (*Hybrid or beast form*)

SWINE'S SENSES

Starting at 3rd level your superior sense of smell is unmatched. You become aware of any small or larger creature that gives off a scent within 20 feet of you. (*Any form*)

OPTIONAL RULE: ENRAGE

Your DM might want to use the enrage rules to better portray the difficulty controlling the curse of lycanthropy. When you transform into either your hybrid or beast form, or when you witness an ally drop to 0 hit points, you are reduced to half your hit points maximum or when another dramatic event at DM's discretion occurs you make a Wisdom Saving throw (DC 8 + Your Lycanthrope level) or become enraged.

While enraged, you attack the nearest hostile creature you can see on each of your turns. If you can't see any hostile creatures you attack the nearest creature and remake the saving throw at the end of each of your turns.

During a full moon you automatically fail the enrage saving throw.





WERERAT

Wererats are cunning lycanthropes with sly, avaricious personalities. They are wiry and twitchy in humanoid form, with thin hair and darting eyes. In their humanoid and hybrid forms, wererats prefer light weapons and use ambush tactics rather than fighting as a pack. Although a wererat can deliver a nasty bite in its rat form, it favors that form for stealthy infiltration and escape rather than combat.

A wererat clan operates much like a thieves' guild, with wererats transmitting their curse only to creatures they want to induct into the clan. Wererats that are accidentally cursed or break loose from the clan's control are quickly hunted down and killed. Wererat clans are found throughout urban civilization, often dwelling in cellars and catacombs. These creatures are common in the sewers beneath major cities, viewing those subterranean areas as their hunting grounds. Rats and giant rats are commonly found living among wererats.

WERERAT CHANGES

d4 Physical change

- 1 Your face twitches every few seconds
- 2 You have a faint smell of sewage about you
- 3 You gain fur like patches of hair
- 4 Your nose becomes pointy

d4 Mental Change

- 1 You constantly look over your shoulder
- 2 Your voice becomes high pitched when excited
- 3 You're always looking for exits
- 4 You get easily distracted by food

NATURAL WEAPONS

Your claws are natural weapons with the finesse and light properties that deal 1d6 + your Strength or Dexterity modifier slashing damage and your teeth are a natural weapon that deals 1d6 + your Strength modifier piercing damage. If a creature is hit by your bite attack the creature must make a Constitution saving throw (DC 8 + your proficiency bonus) or be cursed with wererat lycanthropy.

RAT'S QUICKNESS

Starting at 1st level your reflexes have been honed. When an enemy misses you with an attack you may use your reaction to move up to half your speed, this movement does not provoke attacks of opportunity. (*Any form*)

OUTBURST: INFECTED CLAWS

At 2nd level, your claws have become weapons filled with disease. When you use your Feral Outburst with a natural weapon you can force the creature to make a Constitution saving throw (DC 8 + twice your proficiency bonus) or be poisoned until the end of your next turn. You may use this feature a number of times equal to your Lycanthrope level. You regain all expended uses when you finish a short or long rest. (*Hybrid or beast form*)

VERMING OF THE NIGHT

At 3rd level, your forms naturally attract disease, and you've learned to harness them into poisons. You become proficient with the poisoner's kit, and can create a single dose of poison during a short rest while still gaining the benefits of the rest. In addition you gain darkvision up to 60 feet, if you already have darkvision the range increases to 120 feet. (*Any form*)

WERETIGER

Weretigers are ferocious hunters and warriors with a haughty and fastidious nature. Lithe and sleekly muscular in humanoid form, they are taller than average and meticulously groomed. Weretigers grow to enormous size in animal and hybrid form, but they fight in their more refined humanoid form when they can. They don't like to pass on their curse, because every new were tiger means competition for territory and prey.

Weretigers live in jungles on the fringes of humanoid civilization, traveling to isolated settlements to trade or revel. They live and hunt alone or in small family groups.

WERETIGER CHANGES

d4 Physical Change

- 1 Your body becomes taller and slimmer
- 2 You purr as a sign of enjoyment
- 3 You hiss as a sign of aggression
- 4 Your nails become long and sharp

d4 Mental Change

- 1 You become very competitive
- 2 You are constantly grooming yourself
- 3 You become very possessive of your belongings
- 4 You move frantically when uncomfortable

NATURAL WEAPONS

Your claws are natural weapons with the finesse property that deal 1d8 + your Strength or Dexterity modifier slashing damage and your teeth are a natural weapon that deals 1d6 + your Strength modifier piercing damage. If a creature is hit by your bite attack the creature must make a Constitution saving throw (DC 8 + your proficiency bonus) or be cursed with weretiger lycanthropy. (*Hybrid or beast form*)

FELINE COMBATANT

Starting at 1st level, you've learned ways of sticking to and wounding your prey even further. When you deal damage to a creature grappled by you, you deal an additional 2d4 damage. (*Any form*)

OUTBURST: RAKE

At 2nd level, you've embraced the prowess your feline curse grants you in combat. When you use your Feral Outburst with a natural weapon you may attempt to grapple the target. You may use this feature a number of times equal to your Lycanthrope level. You regain all expended uses when you finish a short or long rest. (*Hybrid or beast form*)

CROUCHING TIGER

At 3rd level, the tiger within you has granted you the ability to strike your enemies when they least expect it. You have a climbing speed equal to your walking speed. In addition, you may move your full speed while stealthing.



WEREWOLF

A werewolf is a savage predator. In its humanoid form, a werewolf has heightened senses, a fiery temper, and a tendency to eat rare meat. Its wolf form is a fearsome predator, but its hybrid form is more terrifying by far - a furred and well muscled humanoid body topped by a ravaging wolf's head. A werewolf can wield weapons in hybrid form, though it prefers to tear foes apart with its powerful claws and bite.

Most werewolves flee civilized lands not long after becoming afflicted. Those that reject the curse fear what will happen if they remain among their friends and family. Those that embrace the curse fear discovery and the consequences of their murderous acts. In the wild, werewolves form packs that also include wolves and dire wolves.

Unlike their other lycanthrope cousins, werewolves blend more easily within the common people and do not take on any physical or mental changes after they are cursed.

NATURAL WEAPONS

Your claws are natural weapons that deal 1d8 + your Strength modifier slashing damage and your teeth are a natural weapon that deals 1d6 + your Strength modifier piercing damage. If a creature is hit by your bite attack the creature must make a Constitution saving throw (DC 8 + your proficiency bonus) or be cursed with weretiger lycanthropy. *(Hybrid or beast form)*

ONE WITH THE PACK

Starting at 1st level, your keen instincts lead your pack to achieve their goals. When rolling for initiative, you can swap your place in the order with an ally within 60 feet that can see and hear you given that neither of you have acted. *(Any form)*

OUTBURST: HOWL

At 2nd level, you can give out a terrifying howl that instills fear in your prey. When you use your Feral Outburst with a natural weapon you may force the target to make a Wisdom saving throw (DC 8 + twice your proficiency bonus) or be frightened until the end of your next turn. You may use this feature a number of times equal to your Lycanthrope level. You regain all expended uses when you finish a short or long rest. *(Hybrid or beast form)*

EXPERT TRACKER

At 3rd level, your tracking abilities are keener than even the beasts you roam with. You have advantage on Wisdom (Survival) checks made to track creatures. In addition, you automatically succeed Wisdom (Survival) checks made to track wounded creatures. *(Any form)*

LYCANTHROPE FEATS

Once you've reached 4th level in this prestige class you can choose from the following feats, following any prerequisite the feat has. If your DM allows the Feats optional rule you may choose from these feats instead of gaining an ability score increase, given that you have at least 1 level in this class.

Form	Feat
All	Keen Senses
All	Lycanthrope Resistance
Werebear	Fearsome Beast
Werebear	Protector Bear
Werebear	Werebeast Toughness
Werebear	Ursine Roar
Wereboar	Fearsome Beast
Wereboar	Feral Menace
Wereboar	Ferocious Urges
Wereboar	Werebeast Toughness
Wererat	Night Stalker
Wererat	Pack Animal
Wererat	Poison Master
Wererat	Wererat Weapon Master
Weretiger	Fearsome Beast
Weretiger	Feline Leap
Weretiger	Hunter of Prey
Weretiger	Night Stalker
Werewolf	Fearsome Beast
Werewolf	Howl of Victory
Werewolf	Hunter of Prey
Werewolf	Lupine Tactics

FEARSOME BEAST

Prerequisites: *Cursed with lycanthropy (excluding wererat)*

Your mighty physique can bring terror to even the mightiest foes. You gain the following benefits:

- Your Charisma increases by 1, to a maximum of 20.
- You become proficient in the Intimidate skill, if you're already proficient you may add twice your proficiency bonus.
- Whenever you reduce an enemy to 0 hit points, you may use your bonus action to give out a terrifying roar. Each enemy within 15 feet must make a Wisdom saving throw (DC 8 + twice your proficiency bonus) or be frightened until the end of your next turn.

FELINE LEAP

Prerequisites: *Weretiger*

You've become attuned to the tiger blood within you, you gain the following benefits:

- Your Strength or Dexterity score increases by 1, to a maximum of 20.
- Your jumping distance is doubled.
- You take half damage from falling.

FERAL MENACE

Prerequisites: *Wereboar*

You enjoy terrorizing your foes and crushing them beneath your might. You gain the following benefits:

- Your Charisma score increases by 1, to a maximum of 20.
- When you hit an enemy that shares a language with you with a weapon attack you may use your bonus action to compel the target to single combat. The target makes a Wisdom saving throw (DC 8 + twice your proficiency bonus), on a failure the target has disadvantage on attack rolls targeting any creature other than you.

FEROCIOUS URGES

Prerequisites: *Wereboar*

Your supernatural resilience allows you to stay standing when no other could. You gain the following benefits:

- Your Strength or Constitution score increases by 1, to a maximum of 20.
- You stay conscious when you are reduced to 0 hit points, but make death saves as normal.
- If you go a full round without taking damage while at 0 hit points, you gain 1 hit point.

HOWL OF VICTORY

Prerequisites: *Werewolf*

Your howl leads you to quick victory. You gain the following benefits:

- Your Constitution or Charisma is increased by 1, to a maximum of 20.
- Once on each of your turns, when you hit a creature frightened by you with a weapon attack, the weapon deals its maximum damage instead of rolling the weapon damage dice.

HUNTER OF PREY

Prerequisites: *Weretiger or werewolf*

You've dedicated yourself to the hunt, and you have a knack for hunting your favorite prey.

- Your Intelligence or Wisdom score increases by 1, to a maximum of 20.
- Chose your prey from aberrations, beasts, celestials, fey, fiends or two types of humanoids.
- You have advantage on Wisdom (Survival) checks to track your prey, and on Intelligence checks to recall information about your prey.
- You have advantage on Initiative checks when you can see your prey.

KEEN SENSES

Prerequisites: *Cursed with lycanthropy*

Your feral nature have honed your senses to that of a beast. You gain the following benefits:

- Your Wisdom score increases by 1, to a maximum of 20.
- You have advantage on Wisdom (Perception) checks that rely on hearing or smell.

LUPINE TACTICS

Prerequisites: *Werewolf*

Much likes wolves, you seek any advantage for your pack during a hunt. You gain the following benefits:

- Your Strength or Dexterity score increases by 1, to a maximum of 20.
- When you hit with an attack, you may use your bonus action to force a large or smaller creature to make a Strength saving throw (DC 8 + twice your proficiency bonus) or be knocked prone.

LYCANTHROPE RESISTANCE

Prerequisites: *Cursed with lycanthropy*

You've developed a common lycanthropy resistance against weapons. You gain the following benefits:

- Your Constitution score increases by 1, to a maximum of 20.
- When you are hit by an attack, you may use your reaction to gain resistance to bludgeoning, piercing and slashing damage from non-silvered non-magical weapons until the end of your next turn.

NIGHT STALKER

Prerequisites: *Wererat or weretiger*

You've become attuned to darkness, and can stalk your prey completely unnoticed. You gain the following benefits:

- Your Dexterity score increases by 1, to a maximum of 20.
- You have advantage on stealth checks made to hide from enemies you can see.

PACK ANIMAL

Prerequisite: *Wererat or werewolf*

- Your Wisdom or Charisma score increases by 1, to a maximum of 20.
- Your base walking speed increases by 5 feet.
- As a bonus action you can allow an ally within 30 feet of you to move up to their speed.

POISON MAKER

Prerequisites: *Wererat*

You've become so attuned to the disease in your body that you can harness it to inflict great damage. You gain the following benefits:

- Your Intelligence score increases by 1, to a maximum of 20.
- You add twice your proficiency bonus when using Poisoner's Kit, instead of your normal proficiency bonus.
- Enemies poisoned by you take 2d6 poison damage at the start of their turn.

PROTECTING BEAR

Prerequisites: *Werebear*

You sympathise with weaker beings and stand in the way of them being harmed. You gain the following benefits.

- Your Charisma score increases by 1, to a maximum of 20.
- You learn one language of your choice.
- When an ally within 5 feet is targeted by an attack you may use your reaction to switch place with the target ally and become the target of the attack yourself.

WEREBEAST FORTITUDE

Prerequisites: *Werebear or wereboar*

Your thick skin can block even the strongest blows. You gain the following benefits:

- Your Constitution score increases by 1, to a maximum of 20.
- Your AC while wearing no armor becomes 14 + your Constitution modifier.

WERERAT WEAPON TRAINING

Prerequisites: *Wererat*

You've discovered your natural talent for using light and quick weapons. You gain the following benefits:

- Your Dexterity score increases by 1, to a maximum of 20.
- You are proficient with hand crossbows, heavy crossbows and rapiers.
- You gain a +1 on attack and damage rolls made with crossbows and rapiers.

URSINE ROAR

Prerequisites: *Werebear*

The feral bear within you allows you to give out a mighty roar to signal your fellow kin.

- Your Strength or Constitution score increases by 1, to a maximum of 20.
- You may use an action to give out a huge roar that can be heard from 1 mile away in optimal conditions. The roar serves as a call to aid to bears in that area.

Credits

Howling Wolf by: EvolvingEye
Town art by: Ortsmor
Werebear art by: Fuckorange
Wereboar art by: D&D 5e Monster manual
Wererat art by: DevBurmak
Weretiger art by: Trung Tin Shinji
Werewolf art by: Marina Krivenko
Flavor Text by: Wizards of the Coast
Homebrewery for their formatting tool