

LYCANTHROPY

Lycanthropic curses have spread as plague across the world since the very dawn of time; turning even the most civilised, respectable humanoid into an unbridled beast of darkness. In its natural, humanoid form, a creature cursed by Lycanthropy usually appears as normal – If not weakened by the curse that consumes them. However, after continual changes into their Lycanthropic form, they can develop traits or physical features of the beast; be that hair, teeth or even scars.

In their Bestial form, Lycanthropes adopt a grotesque form of part-humanoid part-beast; often standing on hind legs with a grotesquely muscular physique and a snarling, ferocious, monstrous head. Their eyes often glow with a faint red light, known to stare through the dark into the hearts of their prey as they hunt with vicious abandon of their humanoid life.

Curse of Lycanthropy. A humanoid creature can be afflicted with the curse of Lycanthropy after being wounded by the bite of a Lycanthrope in beast form.

Removing The Curse. A humanoid infected with the curse must act fast to remove it; a *Remove Curse* or *Greater Restoration* spell cast at 7th Level can rid the afflicted of the curse within the first 24 hours after being bitten. This increases to 8th Level Spell on the second 24 hours, 9th Level Spell for the third 24 hours. After the third day, the cure becomes considerably more complex.

In History it has been known that Belladonna, Wolf's Bane or even Mistletoe can be used to protect one's self from a Lycanthrope. It is as such that Belladonna can be used to free a humanoid from the bite's curse. Fresh Belladonna can be ingested by the afflicted in three doses, it is rare that a humanoid has been known to survive the plant's toxic effects to a fourth dose. At each dose, the infected must make a constitution saving throw vs the Belladonna cure table, each dose must be taken within 12 hours of the previous dose to stand a chance at curing – otherwise the infected must wait a full lunar cycle before starting again.

Dose	Saving Throw	Effects
1	0-4	Instantaneous vomiting, infected falls into a coma for D6 Hours, do not benefit from it as any form of rest and will gain 5 exhaustion points.
1	5-9	Instantaneous vomiting, infected cannot stop vomiting for D12 Minutes and gains 3 exhaustion points.
1	10-14	Instantaneous vomiting, infected cannot stop vomiting for D8 Minutes and gains 2 exhaustion points.
1	15-19	Instantaneous vomiting, infected cannot stop vomiting for D4 Minutes and gains 1 exhaustion point.
1	20+	No Effect.
2	Natural 1	Instant Death
2	0-7	Instantaneous vomiting, infected falls into a coma for D6 Hours and will awake gaining 2 exhaustion points.
2	8-16	Instantaneous vomiting, infected falls into a coma for D4 Hours and will awake gaining 1 exhaustion point.
2	17+	Instantaneous vomiting, infected falls into a coma for 1 hour.
2	Natural 20	No Effect.
3	0-6	Instant Death
3	7-12	Unconscious. Cannot be stabilized by external means (i.e. Healing Spells). Must make Death Saving Throws.
3	13-15	Unconscious. Cannot be stabilized by external means. On success you fall into a coma for D12 Days, gain 2 exhaustion point and are cured of Lycanthropy.
3	16+	Infected falls into a coma for D6 Days and will gain 1 exhaustion point, and are cured of Lycanthropy.
3	Natural 20	Infected falls into a coma for D4 Days but is cured of Lycanthropy.
4	0-20+	Instant Death
4	Natural 20	Infected falls into a coma for D20 Days, do not benefit from it as any form of rest, awakes with 5 (maximum) exhaustion points but is cured of Lycanthropy.

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 Beast form is a terrifying monster – a hideous mass of fur covered muscle, twisted and contorted into this savage shape of a giant wolf. Werewolves in beast form tend to walk on their hind legs, preferring to have their arms ready to wield their vicious claws.

Most werewolves flee civilised lands not long after becoming afflicted. Those that reject the curse fear what will happen if they remain amongst their friends and family. Those that embrace the curse fear discovery and the consequences of their murderous acts. Those fools who attempt to control the wild beast inside them put everybody at risk with their arrogance.

Werewolf Traits

A young, inexperienced Werewolf always start with the same Ability Scores.

Werewolf Level: Werewolf level always matches Character Level. A level 10 Fighter equals a Level 10 Werewolf or a Multiclass Level 5 Rogue and Level 5 Fighter equals a Level 10 Werewolf.

Werewolf Age: Same as Natural, Humanoid character.

Werewolf Alignment: Chaotic Evil

Size: Werewolves average at 8 feet tall on hind legs. Your size is considered Medium.

Senses: Darkvision 60ft, advantage on wisdom (perception) checks that rely on smell or hearing.

Damage Resistance: Piercing, Bludgeoning, Slashing damage not made with Silver or Magical Weaponry.

Damage Vulnerabilities: Silver Weaponry

Condition Immunities: Fear, Charm, Poison

Condition Vulnerabilities: Instantly Terrified of the smell of Belladonna, Mistletoe or Wolf's Bane.

Speed: Your base walking speed is 50 feet.

Languages: None.

Armour Class: Natural Armour is 12 + Dexterity Modifier.

Ability Scores: Ability Scores are detailed in the table below.

Ability	Score	Modifier	Saving Throw
Strength	16	+3	+5
Dexterity	13	+1	+3
Constitution	14	+2	+2
Intelligence	8	-1	-1
Wisdom	8	-1	-1
Charisma	8	-1	-1

Being a Werewolf Requires a Player to maintain 2 Character sheets. All Werewolf Features, Traits, Ability Score Increases and Feats only affect the Werewolf Bestial Form and have no effect on the Humanoid Form, unless otherwise stated and vice versa.

Werewolf Features

In Werewolf Form, you gain the following features.

Hit Points

Hit Dice: 1d12 per level

Hit Points at 1st Level: 12 + Werewolf's constitution modifier

Hit Points at Higher Levels 1d12 (or 7) + Werewolf's constitution modifier per level after 1st.

Proficiencies

Armour: Cannot Wear Armour.

Weapons: Claws, Bite.

Tools: Cannot use Tools.

Saving Throws: Strength, Dexterity

Skills: Perception (Double), Athletics (Double), Intimidation (Double)

Heightened Humanoid Senses

Beginning at 1st level, your humanoid form gains the benefit of the beast's heightened senses. You gain darkvision to 60 feet and advantage on Wisdom (Perception) checks that rely on smell or hearing.

Beast Awareness

Beginning at 1st level, your ferocity propels you forwards towards your prey. You gain advantage on your initiative rolls whilst in beast form.

Claw Attack

At 1st level, you can use your terrible claws to deal 2D4 + Strength Modifier Slashing damage.

At Higher Levels: You can make an additional claw attack on your turn at Level 5, Level 11, and Level 17.

Bite Attack

At 1st level, you can use your vicious teeth to deal 1D8 + Strength Modifier Piercing damage. In addition, the target must make a DC 6 Constitution Saving Throw or else be cursed with Werewolf Lycanthropy.

At Higher Levels: Damage increases by 1D8 at Level 5, Level 11 and Level 17.

Beast Strength

At 1st level, after you take the attack action on your turn you can use your ferocious strength to knock your target prone. Your target must make a Strength Saving Throw. (DC = 8 + Lycanthrope Strength Modifier + Lycanthrope Proficiency)

Cursed One

At Level 8, damage dealt by your Claws or Bite attack are no longer affected by resistance to non-magical Weaponry.

Lycanthrope Archetype

Deciding your beast form's role in your life is integral to your survival. After 3 lunar cycles (**And Level 3**) you may choose your Lycanthrope Archetype: Suppression, Symbiosis or Submission, all detailed at the end of this Lycanthrope Description. Your archetype choice grants you features after certain numbers of Lunar Cycles.

Beast Form Ability Score Increase

As your Beast form kills and gains experience, they gain an ability score increase or a Lycanthropy Feat at Level 5, Level 11 and Level 17.

Lycan Immunity

At Level 17, your Beast Form gains immunity to all non-magical damage not made with silver weaponry, whilst in beast form.

LYCANTHROPE ARCHETYPES

Each Lycanthropic Type has its predetermined hungers, thirsts, drives and therefore alignment. This asks one question of your humanoid counterpart. What will you do about it? Your choice of archetype is not necessarily a reflection of your ability, but of your priorities and your acceptance of the beast that now stirs inside you.

SUPPRESSION

Your beast form is an abomination and a threat. You focus all your energies into fighting it and retaining your true nature.

Unleashed Power

After your third lunar cycle (**And Level 3**), you forever feel the beast threatening to overtake your human form. You can unleash this power to aid you in a Strength, Dexterity, Constitution Check or Saving Throw, on a melee attack (and damage) roll or on a Charisma (Intimidation) Check and can use the Beast Form's ability score for the roll in place of your own at the cost of 1 exhaustion point.

Chaining The Beast

After your Sixth Lunar cycle (**And Level 6**), under the light of a full moon, you can resist the change for a number of minutes calculated as: Constitution Saving Throw (You must use your humanoid ability scores) + 10 Minutes. If you roll a Natural 1 on this throw, you are unable to resist.

Grim Determination

After your Twelfth Lunar Cycle (**And Level 12**), your life has become a perpetual state of exhaustion and as such you have learned the skills necessary to push on with little to no energy. You now can reduce an exhaustion point with a short rest and two exhaustion points with a long rest.

Concrete Sense of Self

After your Eighteenth Lunar Cycle (**And Level 18**), Your constant suppression has taught you who you are as a person and you can no longer be charmed, frightened or stunned. In addition, your Max Wisdom or Max Intelligence Ability Score increases to 22 and you gain +2 to that ability score.

SYMBIOSIS

This beast is a part of you, but you need not fear it. You accept its role in your life and try find a way to use its power as your own.

Taming The Beast

Starting from your third lunar cycle (**And Level 3**), you learn how to impose your will upon the beast, utilising a unique dice called Symbiotic Dice.

Symbiotic Dice: You have Four Symbiotic Dice that are D6s. A Symbiotic Dice is expended when you use it. You regain all your Symbiotic Dice at the dawn following the full moon.

Taming: Whilst as a Chaotic Evil Beast, you can attempt to stop an attack your form makes against an ally by rolling a Symbiotic Die and taking the number on the die away from the attack roll. In addition, you can encourage the Beast's attacks against enemy characters by rolling a Symbiotic Die and adding the number on the die to the attack roll.

Unleashing The Beast

Following your Sixth Lunar Cycle (**And Level 6**), you now gain the ability to use your Symbiotic Dice whilst in human form to bolster your Humanoid abilities.

Symbiotic Dice: You gain 2 more Symbiotic Dice and they turn into D8s.

Unleashing: Whilst in your humanoid form, you can call upon the Beast to aid you. You can roll a Symbiotic Die and add the number to your roll for any Melee Attack roll, Strength Check or Saving Throw, Dexterity Check or Saving Throw, Or Constitution Check or Saving Throw.

Power Transfer

After your Twelfth Lunar Cycle (**And Level 12**), your respect for your beast form grows and you can now choose a Feat from the Advanced Lycanthrope Feat list.

Symbiotic Dice: You gain 2 more Symbiotic Dice and they turn into D10s.

We Are One

After your Eighteenth Lunar Cycle (**And Level 18**), you and your Beast Form are one. You can now choose another Feat from the Advanced Lycanthrope Feat list, you may also change the feat you have already taken for another one.

Symbiotic Dice: You gain 2 more Symbiotic Dice and they turn into D12s.

SUBMISSION

This beast is power, a power so intense that you allow it to envelop you; no one will stand before your vicious form. **Your Humanoid alignment, if it is not already, changes to match your Lycanthropic Form.**

Bestial Scarring

Starting from your third lunar cycle (**And Level 3**), your Charisma Ability Score drops by 2 in Humanoid Form, increasing by 2 in Beast Form. However, in Humanoid form, you gain Double Proficiency and Advantage on Charisma (Intimidation) checks. You can also choose a feat from the Advanced Lycanthrope Feat list.

Votive Offering

Following your Sixth Lunar Cycle (**And Level 6**), you offer yourself up to the Beast Within. Out from the light of the sun, you can transform into your beast at will. If your beast form drops to 0HP whilst you are electively transformed, you will return to your normal form with your hit points unchanged. You can also choose another feat from the Advanced Lycanthrope Feat List, and you can change the Advanced Lycanthrope Feat you have already taken.

Absolute Power

With the dawn of the Sixth Lunar Cycle (**And Level 6**), your Beast Form knows no bounds and their Maximum Ability Point Score increases to 24, enabling you to push the boundaries of absolute power.

Total Embodiment

After your Twelfth Lunar Cycle (**And Level 12**), Your beast is no longer restricted by the sun and can be called upon at any time. In addition, your bite attack now deals d12 damage instead of D8 and claw attack deals D6 instead of D4. You can also choose another feat from the Advanced Lycanthrope Feat List, and you can change one Advanced Lycanthrope Feat you have already taken.

Ultimate Sacrifice

After your Eighteenth Lunar Cycle (**And Level 18**), You can now choose a feat from the **Ultimate Sacrifice Feat** list and another two feats from the Advanced Lycanthrope Feat List, and you can change one Advanced Lycanthrope Feat you have already taken.

LYCANTHROPE FEATS

At Level 5, Level 11 and Level 17; you can choose to take a Lycanthropy Feat rather than your ability score increase.

Bestial Sense

Your keen sense of smell and your heightened hearing grant you the following benefits.

- You gain a +5 Bonus to Initiative Rolls.
- You Cannot be surprised whilst you are conscious.
- Other Creatures do not gain advantage on Attack Rolls against you as a result of being unseen by you.
- You gain a +1 to your Beast Form Wisdom Ability Score.

Bestial Movement

Reverting to all fours, you gain the following benefits.

- You gain +10 to your movement speed.
- You can climb your full movement speed.
- You can dash or Dodge as a bonus action.

- You gain a +1 to your Beast Form Dexterity Ability Score.

Bestial Fortitude

Your beast's experience has conditioned it to taking swathes of damage and grants you the following benefits.

- +2 Hit Points per Werewolf Level
- Add your Werewolf Strength Modifier to your Armour Class whilst not wearing armour.
- You gain a +1 to your Beast Form Strength Ability Score.

Beast Call:

You let out this ear splitting call, echoing around you and stretching as far as you can to gain the following benefits.

- As an action, you can call out to your Bestial Counterparts, calling them to your aid. Roll an intimidation check, on a success you call 1d4 Bestial allies to you (at DM discretion).
- You gain a +1 to your Beast Form Charisma Ability Score.

ADVANCED LYCANTHROPE FEATS

At certain levels, determined by your Lycanthrope Archetype, you may choose a Advanced Lycanthrope Feat to increase the power of your Beast Form, at a cost from your Humanoid Form.

Creature Of The Night

You offer up yourself up to the Beast within you. You sacrifice 3 Dexterity Ability points in your Humanoid Form to gain them in your beast form. Fearing assault on your humanoid form, you learn the art of going unnoticed and can now hide as a bonus action in both forms as well as gaining proficiency in your Humanoid's stealth.

Ferocious Beast

You offer yourself up to the beast within you. You sacrifice 3 Strength Ability points in your humanoid form to gain them in your beast form. Hungry for the blood of your prey, you now gain your werewolf level temporary hit points each time you reduce a creature to zero hit points and can elect to make a Ferocious Attack – taking -5 to hit for a +10 to damage.

Monstrous Voice

You offer yourself up to the beast within you. You sacrifice 3 Charisma Ability points in your humanoid form to gain them in your beast form. Your Beast form gains the power of speech, learning the languages that your humanoid form knows.

Intense Intellect

You offer yourself up to the beast within you. You sacrifice 3 Intelligence Ability points in your humanoid form to gain them in your beast form. Utilising your beasts heightened senses and now sharpened mind, you gain proficiency in Intelligence (investigation) in both forms and can use a bonus action to study your prey. Make an Intelligence (Investigation) Check vs Target's Charisma (Deception) to learn one of the following details about the target: Strength, Dexterity, Constitution, Armour Class, Current Hit Points or if they have Lycanthropy (DM Discretion).

Colossal Cunning

You offer yourself up to the beast within you. You sacrifice 3 Wisdom Ability points in your humanoid form to gain them in your beast form. As your Beast Form grows in Wisdom, it learns to recognise the movements in their prey and can now add their Wisdom Modifier to their Armour Class whilst not wearing armour.

Reckless Abandon

The beast within you rewards your allegiance, enabling you to call upon its form as a reaction to defend your humanoid form from attack (Use your Beast Form AC until the end of your next turn) or to empower an opportunity attack (Use your Beast Form's ability scores for a melee attack and damage roll) at the cost of 1 exhaustion point in humanoid form.

Flesh Sacrifice

Offering up your flesh to the beast, you perform a violent ceremony on the eve of the full moon. You sacrifice a humanoid limb to gain 4d12 additional hit points in your beast form. In your humanoid form, the loss of an arm restricts your ability to wield certain weaponry (DM's discretion) or the loss of a leg reduces your movement speed by half and removes your ability to dash.

Blood Hunger

Longing to carry the Lycanthropic Plague across the world, you develop a hunger to spread your curse. You can now make 2 Bite attacks per attack action and the Curse DC increases to be calculated as 8 + Constitution Modifier + Proficiency.

ULTIMATE SACRIFICE FEATS

At the Eighteenth Lunar Cycle (And Level 18), Submissive Lycanthropes can make the ultimate sacrifice, burning their Humanoid Form to benefit their Beast form and choose one from the following feat list.

CHOOSING AN ULTIMATE SACRIFICE FEAT KILLS YOUR HUMANOID FORM; THE BEAST FORM IS ALL THAT REMAINS.

Secrets of Selûne

Walking openly into the oncoming fire, the burning trees of your demise crackle around you as you extend your arms and walk into the awaiting, crackling embrace of the orange glow.

- Your maximum Hit Points reduce by 4d12 and your Strength Ability Score reduces by 3 Points.
- Your Wisdom, Intelligence or Charisma Ability Scores gain 3 Points.
- You gain your spell casting knowledge from your humanoid form to use in beast form.

Malevolence of Malar

Uttering a powerful incantation, magic envelops your human form, burning it from the inside out. As your shrieks of pain echo in the ritual chamber around you, your form disappears and only The Beast remains.

- Your Wisdom, Intelligence or Charisma Ability Scores each are reduced by 2 Points.
- Your Strength and Dexterity Ability Scores each gain 3 Points.
- You gain proficiency in Light, Medium and Heavy Armours, and Simple and Martial Weaponry.

Sanctity of Self

Sitting in a lonesome chamber, you douse yourself in fuel and burn, immolating yourself to achieve true knowledge and carry over your skills to your Beast Form.

- All of your Ability Scores reduce by 1 Point.
- You now have +6 Ability points to place into any of your Ability scores. Consult your DM to decide where these Ability Points can be placed to increase your Beast Power.
- You gain your Humanoid form's proficiencies, any knowledge of Battlemaster Manoeuvres, Ki Points, Rage, Sneak Attack, etcetera from your humanoid Class. Consult your DM to decide what skills you have carried over to your Beast Form.

Selûne

Our Lady of Silver is the Great Goddess of The Moon; she is the great upholder of fair play and watches for the Neutral and Good Lycanthropes. *The Moonmaiden* cares for all things mystical and magical; champion of love, nature and journeys by the stars.

Malar

Also known as *The Beast Lord*, Malar is the Lesser God of The Hunt but is more importantly the God of Evil Lycanthropes. His Dogma is one of Savage Hunts, the spreading of The Curse and the general contempt for all Civilisation.