

PATH OF THE LYCAN (LEGACY VERSION)

Lycnathropy is an ancient curse that changes those afflicted into mindless beasts with a wild hunger for flesh. However, there are some who purposefully contract this dreaded curse. Willing to give themselves over so that they may use this feral power to rid the world of other lycanthropes.

The barbarians who walk this Path often gain their power from an aging mentor who seeks an apprentice to take up the mantle of the hunt for the monsters cursed with lycanthropy.

LYCAN EXPLOITS

3rd-level Path of the Lycan feature

You learn certain Exploits at the barbarian levels noted in the table below. These don't count against your number of Exploits Known and can't be switched upon gaining a level.

Barbarian Level	Exploit
3rd	<i>bestial instinct, lightstep</i>
5th	<i>adrenaline rush, cunning instincts</i>
9th	<i>survey wilderness</i>

ANIMAL FORM

3rd-level Path of the Lycan feature

You can control your lycanthropy, allowing you to shift your form at will. As an action, you can expend a use of Rage to shift into the Animal Form of your lycanthropy, much like a druid does with their Wild Shape feature.

Choose a beast of CR 1 or lower that best represents the animal your lycanthropic curse is based upon. Common Animal Forms include boars, brown bears, dire wolves, tigers, and rats. This choice is permanent as it reflects the unchanging nature of your lycanthropic curse.

When you shift into your Animal Form, you follow the rules of Wild Shape from the druid class, which are found in Chapter 3 of the *Player's Handbook*.

Moreover, you can use all of your barbarian class features, including Rage and any of the Savage Exploits you know while you are in your Animal Form.

You can remain in your Animal form for up to 1 hour. You then revert to your normal form unless you expend another use of Rage to extend your transformation. You can also revert to your normal form as an action. You revert early if you fall unconscious, drop to 0 hit points, or die.

HYBRID FORM

3rd-level Path of the Lycan feature

Your Rage draws out the power of your inner beast. When you Rage, you can choose to enter a Hybrid Form, a fusion between beast and humanoid. While in your Hybrid Form, you gain the following benefits for the duration of the Rage:

- You gain a +1 bonus to your Armor Class.
- Your fingers and teeth become claws and fangs that count as simple weapons with the light property. On hit, they deal 1d6 slashing (claws) or piercing (fangs) damage.
- Your speed increases by 10 feet.

SAVAGE INSTINCT

6th-level Path of the Lycan feature

The curse that flows through your veins has increased your physical senses. Whenever you make a Wisdom (Perception) check that relies on your sense of hearing, sight, or smell you gain a bonus to your roll equal to your Exploit Die.

Also, your natural weapon attacks in both your Animal and Hybrid Forms count as magical for the sake of overcoming resistance and immunity to non-magical attacks and damage.

LYCAN WARRIOR

10th-level Path of the Lycan feature

You can draw on the full power of the curse within. When you shift into your Animal Form or Hybrid Form, you can expend an Exploit Die to gain the following additional benefits:

- You can choose to grow by one size category.
- The reach of your melee attacks increases by 5 feet.
- The damage of your natural weapons becomes 1d8.
- Once per turn, when you hit a creature with a natural weapon attack you can force it to make a Strength saving throw against your Exploit save DC or be knocked prone.
- If you have less than half of your hit points at the start of your turn, you instantly regain hit points equal to your Constitution modifier (minimum of 1 hit point).

HOWL OF PRIMAL FURY

14th-level Path of the Lycan feature

Whenever you expend a use of Rage, you can choose to let forth a bloodcurdling howl. Creatures of your choice that can hear you within 30 feet must succeed on a Wisdom saving throw against your Exploit save DC or be frightened of you for 1 minute. Creatures can repeat this saving throw at the end of each turn, ending this effect on a success.

Any creatures that succeeds on their saving throw against this effect are immune to this feature for the next 24 hours.

