

CIRCLE OF THE LYCAN

AN ARCHETYPE FOR THE DRUID CLASS

The curse of lycanthropy is one of the most ancient and feared curses. Circle of the Lycan druids are those who see this curse as a blessing. Accepting and controlling its gifts freely. Unlike those bitten by werereatures a Circle of the Lycan druid focuses their ability to assume the forms of various animals into one type whose nature aligns with their own.

LYCAN WILD SHAPE

When you choose this circle at 2nd level, you gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action.

Additionally, while you are transformed by Wild Shape, you can use a bonus action to expend one spell slot to regain 1d8 hit points per level of the spell slot expended.

Unlike Wild Shape you no longer have the ability to use this form twice between short rests. Instead you are freely able to shift between your humanoid and lycan form, and your lycan form retains it's current hit points between shifts. Your lycan form is returned to full hit points on a short rest.

LYCAN FORMS

When you choose this circle at 2nd level, you also choose a lycan type. This replaces the Beast Shapes table and you are restricted to only the forms of your type. This form is a reflection of your lycan nature and becomes more powerful as you level. Use the statistics for the beasts listed and any modifiers at the appropriate levels.

BEAR

Level	Form & Modifiers
2	Brown Bear
6	Polar Bear
9	Polar Bear (+2 AC, +10 hp, makes 1 additional claw attack. If both claw attacks hit a Large or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.)
12	Polar Bear (same as level 9, +1 to attack, Bite die increase to 1d12 instead of 1d8, Claw dice increased to 2d8 instead of 2d6, additional +20 hp, Strength is 22, size is Huge, If both claw attacks hit a Huge or smaller creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.)
15	Polar Bear (same as level 12, +2 AC, additional +20 hp)
18	Polar Bear (same as level 15, +1 to attacks, +2 to damage, additional +30 hp)

BOAR

Level	Form & Modifiers
2	Boar (additional +20 hp, Charge does extra 1d8 instead of 1d6 and DC is increased to 13, +1 to attack and Tusk does 1d8+2 slashing instead of 1d6+1, Strength is 15, size is Large)
6	Giant Boar
9	Giant Boar (+2 AC, +10 hp, +1 to attack and damage, Charge increases to an extra 3d6 and DC is increased to 14. Relentless increases to 15 damage or less.)
12	Giant Boar (same as level 9, +1 to attack and damage, additional +20 hp, Strength is 19, size is Huge, Charge increases to 4d6 and DC is increased to 15. Tusk dice increased to 2d10 instead of 2d6 and may hit 2 medium or smaller targets if they are adjacent. Relentless increases to 20 damage or less.)
15	Giant Boar (same as level 12, +2 AC, additional +20 hp)
18	Giant Boar (same as level 15, +1 to attacks, +2 to damage, additional +30 hp)

WOLF

Level	Form & Modifiers
2	Dire Wolf
6	Dire Wolf (+10 hp, +1 to attack and damage, Bite DC increased to 14 Strength is 19)
9	Dire Wolf (+3 AC, +10 hp, +1 to attack)
12	Dire Wolf (same as level 9, +1 to attack, Bite dice increased to 3d6 instead of 2d6 and DC increased to 15, additional +20 hp, Strength is 21, size is Huge)
15	Dire wolf (same as level 12, +2 AC, additional +20 hp)
18	Dire Wolf (same as level 15, +1 to attacks, Bite dice increased to 4d6 instead of 3d6, additional +30 hp)

TIGER

Level	Form & Modifiers
2	Tiger
6	Sabre-Toothed Tiger
9	Sabre-Toothed Tiger (+2 AC, +10 hp, makes 1 additional claw attack)
12	Sabre-Toothed Tiger (same as level 9, +1 to attack, Bite dice increase to 2d8 instead of 1d10, Claw dice increased to 2d8 instead of 2d6, Pounce DC increased to 15, additional +20 hp, Strength is 20, size is Huge)
15	Sabre-Toothed Tiger (same as level 12, +2 AC, additional +20 hp)
18	Sabre-Toothed Tiger (same as level 15, +1 to attacks, +2 to damage, additional +30 hp)

PRIMAL STRIKE

Starting at 6th level, your attacks in Lycan form count as being magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

LYCAN WERESHAP

At 10th level you have learned to shift into a humanoid wereform based on your lycan form. You are able to do this freely as a bonus action and your wereform uses your current humanoid hit points as well as provides benefits based on each form. You cannot cast spells while in your wereform but you may still maintain concentration on any spells previously cast. While shifted you also gain immunity to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered.

WEREFORMS

WEREBEAR

Strength increased to 19 if not already higher

+1 to AC when not wearing armor

Multiattack - one bite (2d10 + str modifier piercing damage) and one claw attack (2d8 + str modifier slashing damage). Can substitute either attack with a weapon attack if using a melee weapon.

Keen Smell, you have advantage on Wisdom (Perception) checks that rely on smell

WEREBOAR

Strength increased to 17 if not already higher

+1 AC when not wearing armor

Multiattack - one maul (2d6 + str modifier bludgeoning damage) and one tusk attack (2d6 + str modifier slashing damage). Can substitute either attack for a weapon attack if using a melee weapon.

Charge - if you move at least 15ft straight toward a target and hit it with a tusk attack on the same turn the target takes an additional 2d6 slashing damage. If the target is a creature, it must succeed on a Strength saving throw or be knocked prone. The DC is 8 + your proficiency + strength modifier.

Relentless - If you take 14 damage or less that would reduce you to 0hp you are reduced to 1hp instead. You regain this ability after a short rest.

WEREWOLF

Strength is increased to 15 if not already higher

+1 to AC when not wearing armor

Multiattack - one claw (2d6 + str modifier slashing damage) and one bite (1d12 + str modifier piercing damage). Can substitute either attack with a weapon attack if using a melee weapon.

Keen Hearing and Smell - you have advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics - you have advantage on attacks if you have an ally within 5ft of your target and the ally is not incapacitated.

WERETIGER

Strength is increased to 17 if not already higher

Multiattack - two claw attacks (1d8 + str modifier slashing damage). Can substitute a weapon attack for either claw attack when using a weapon (including ranged)

Pounce - if you move at least 15 feet straight toward a creature and hit it with a claw attack on the same turn, that target must succeed on a Strength saving throw or be knocked prone. DC is 8 + proficiency + str modifier. If the target is prone you may make one bite attack against it as a bonus action (1d10 + str modifier piercing damage)

LYCAN IMMUNITY

At 14th level your immunity to nonmagical bludgeoning, piercing, and slashing damage from attacks that aren't silvered extends from your Wereform to your Lycan form and humanoid form.

LYCAN SPELLS

Your beast spells ability affects your Lycan form as well.

LYCANTHROPIC REGENERATION

At 20th level your Archdruid ability is replaced with Lycanthropic Regeneration. When you shift into a Lycan or Wereform you regain half of any missing hp that form has. In addition your Lycan spells ability now affects your Wereform.