

Tome of Lycanthropy:

Fighter

This is Supplemental Material

Martial Archetype

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. This is an option written by Odvaskar for that feature. The Scourge Beast

Scourge Beast

The archetypal scourge beast is a fighter that was cursed with lycanthropy but is able to control the curses rabid urges for violence and bloodshed to empower its martial prowess. In legends it is said that first lycanthropes were all scourge beast but now through the spread and degeneration of the curse only 1 in 100 of the cursed become a scourge beast. The curse of the scourge beast is uncurable but an afflicted lycanthrope has almost full control over its mind and body even when transformed and it cannot spread the curse.

Curse of the Beast

3rd-level Scourge Beast feature

When you choose this archetype at 3rd level, the curse of lycanthropy has fully spread through your body and soul. Your senses are heightened, you have advantage on Wisdom (Perception) checks that rely on hearing and smell. You count as a Shapechanger for any effect or spell that specifies. Additionally, you can transform into your lycanthrope form as bonus action for 1 minute. You gain the following benefits while transformed:

- You gain temporary hit points equal to your proficiency bonus.
- You gain two nature weapons, claws and bite. You can use them to make unarmed attacks. They both have the Light and Finesse properties and deal 1d8 slashing or

piercing (your choice) + your Strength or Dexterity modifier.

- Your jumping distance is doubled.

You can transform a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a short or long rest. During nighttime the transformation lasts 10 minutes instead of 1 minute, and during a full moon you are transformed till dawn.

Bestial Warrior

3rd-level Scourge Beast feature

At 3rd level, you learn to control your feral urges and to use them in combat while transformed. These urges are fueled by special dice called Feral Dice.

Feral Urges. You proficient with three urges of your choice from the list below. You can use only one urge per attack. You learn two additional maneuver of your choice at 7th, 10th, and 15th level. Each time you gain a new urge, you can also replace one urge you are proficient with a different one.

Feral Dice. You have four feral dice, which are d8s. A feral dice is expended when you use it. You regain all your expended feral dice when you finish a short or long rest. You gain another feral dice at 7th and 15th level.

Saving throws. Some of your urges require your target to make a saving throw to resist the urge's effects. The saving throw DC is calculated as follows:

Urge Save DC = your proficiency + your Constitution, Strength or Dexterity (detailed in urges) modifier

Feral Urges

3rd-level Scourge Beast feature

Ambush. While you are hidden and hit a creature with a melee attack, you can expend a feral die to have the creature roll a Constitution saving throw. On a failed save, the target is stunned until the start of its next turn. You add the feral die to the attack's damage roll. The DC for this urge is based on your Strength or Dexterity (your choice).

Beastial strength. As a bonus action you can expend a feral die to unleash your rabid fury to bolster your strength. Until the start of your next turn you deal double damage to objects and structures, you count as one size larger when determining the weight you can push or drag.

Bloodlust. As a bonus action you can expend a feral die to enter a bloodlust. Until the start of your next turn your melee attacks deal extra damage equal to your Proficiency Bonus but whenever you take damage until the start of your next turn, you must succeed on a DC (damage taken) Wisdom saving throw or move directly to the nearest creature and attack it.

Charge. If you move at least 15 feet straight toward a creature and then hit them with a melee attack on the same turn, the target must succeed on a Strength saving throw or be pushed 10 feet away from you. If the target fails the saving throw by 5 or more it is also knocked prone. You add the feral die to the attack's damage roll.

Devour. When you kill a creature, you can use your reaction and expend a feral die to eat a large chunk on the creature's flesh. When you do so you regain hit points equal to the feral die roll + your Constitution.

Feral Rebuke. When you are hit by a melee attack attack roll you can use your reaction to expend a feral die to make a bite attack against the creature that attacked you with advantage. If you hit, you add the feral die to the attack's damage roll.

Feral Reflexes. When you are hit by an attack roll you can use your reaction expend a feral die to add

the number rolled to your AC until the start of your next turn. Potentially causing the attack to miss.

Feral Senses. As a bonus action you can expend a feral die to use your enhanced sense to locate your prey. You know the location of each creature within 20 feet of you for the next 10 minutes. Roll the feral die, the next attack you roll against a creature you sensed has a bonus to attack roll equal to the number rolled.

Howl. As an action you can expend a feral die to let out a bone-chilling howl. Each creature within 20 feet of you must make a Wisdom saving throw or become frightened of you for the next minute. Roll the feral die, each creature must subtract the number rolled from their initial saving throw. A frightened creature can repeat the saving throw at the end of each of its turns. The DC for this urge is based on your Constitution.

Pack Tactics. When you are within 5 feet of an ally and your target, you can use your bonus action to expend a feral die. You gain a bonus to your next attack against the target as long as your ally isn't incapacitated.

Pounce. If you move at least 15 feet straight toward a creature and then hit them with a melee attack on the same turn, the target must succeed on a Strength saving throw or be knocked prone. If the target is prone, you can expend a feral die to make a bonus action attack with your claws or bite attack. If you hit, you add the feral die to the attack's damage roll. The DC for this urge is based on your Strength or Dexterity (your choice).

Rip and Tear. When you hit a creature with a melee attack with your claws, you can expend a feral die to make another claw attack as part of that action. If you hit, you add the feral die to the attack's damage roll.

Tough Hide. When you are hit by an attack you can use your reaction to expend a feral die and reduce the damage you take by the number rolled + your Constitution modifier.

Strengthened Curse I

7th-level Scourge Beast feature

At 7th level, you gain another two feral urges of your choice and you gain another feral die.

Strengthened Curse II

10th-level Scourge Beast feature

At 10th level, you gain another two feral urges of your choice and your feral dice turn into 10s.

Beast's Embrace

15th-level Scourge Beast feature

At 15th level, you gain another two feral urges of your choice and you gain another feral die. Additionally, when you roll initiative and have no feral dice remaining, you regain 1 feral die, you regain 2 feral dice if its nighttime, and under a full moon you have unlimited feral die.

Scourge Beast

18th-level Scourge Beast feature

At 18th level, your feral dice turn into 12s and you gain resistance to bludgeoning, piercing, and slashing damage from non-silvered weapons.