

Tome of Lycanthropy:

Cleric

This Is Supplemental Material

Divine Domain

At 1st level, a cleric gains the Divine Domain feature. This is an option written by Odvaskar for that feature: The Savagery Domain.

Savagery Domain

Savagery is one of the oldest domains. Since the dawn of time creatures have fought, killed, and devoured one another for survival. When ancient beasts first gained consciousness many of them worshipped gods of battle, bloodshed, death, and survival (such as Baphomet, Thard Harr, Malar, Nobanion, Sebek, and Semuanya). Many of these gods have been forgotten by time, but they still hold primordial power that very few mortals of the modern age have seen. Most modern worshippers of these gods isolate themselves in the deepest parts of the wilderness, avoiding civilization whenever possible. While other worshippers seek bloodlust and the euphoria of a successful hunt.

At each indicated cleric level, add the listed spells to your spells prepared.

Savagery Domain Spells

Cleric Level	Spells
1st	<i>Expeditious Retreat, Hunter's Mark</i>
3rd	<i>Alter Self, Enhance Ability</i>
5th	<i>Conjure Animals, Haste</i>
7th	<i>Freedom of Movement, Polymorph</i>
9th	<i>Awaken, Commune with Nature</i>

Blessing of the Beast

1st-level Savagery Domain feature

Your deity has blessed you with enhanced beast-like senses and instincts. You become proficient in your choice of two of the following skills: Athletics, Acrobatics, Perception, Stealth, or Survival. Your proficiency bonus is doubled for any ability check you make that uses either of those skills.

Primordial Hunter

1st-level Savagery Domain feature

At 1st level, your body takes on physical aspects of a primordial beast. You gain the following benefits:

Tough Hide. Your skin becomes as thick as an animal's hide. While you are not wearing armor, your Armor Class equals 10 + your Dexterity + your Wisdom modifier.

Feral Weapons. Parts of your body are now deadly weapons. These natural weapons have the Light and Finesse properties. When you hit with these natural weapons, they deal 1d8 plus your Dexterity or Strength modifier bludgeoning, piercing, or slashing damage (your choice per attack) on a hit.

Channel Divinity: Feral Fury

2nd-level Savagery Domain feature

As an action, you present your holy symbol, as your deity blesses you with primal ferocity. For the next minute, when you take the Attack action on your turn and attack with your feral weapon, you can make one additional attack using a feral weapon as part of the same action. While in this state bludgeoning, piercing, and slashing damage that you take is reduced by a number equal to your proficiency bonus.

Beastial Exuberance

6th-level Savagery Domain feature

The blessing of the beast bestowed on you intensifies as your devotion to your deity strengthens. You gain the following benefits:

You gain proficiency with Constitution saving throws.

You count as one size larger when determining carrying capacity and the weight you can push, drag, and pull.

Beasts and monstrosities can understand your speech and you can decipher their noises and body language to communicate with them.

Savage Strike

8th-level Savagery Domain feature

At 8th level, you are blessed with divine battle prowess. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 bludgeoning, piercing, or slashing damage (your choice per attack). When you reach 14th level the extra damage increases to 2d8.

Additionally, Your feral weapon attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Channel Divinity: Formless Predator

17th-level Savagery Domain feature

As a bonus action, you present your holy symbol, as your body polymorphs into savage beast. You can transform into a Beast or Monstrosity with challenge rating as high as your cleric level divided by 3, rounded down. While transformed, you are under the same rules as a Druid's Wild Shape feature.