

BARBARIAN SUBCLASS: PATH OF THE WERE-BEAST

WERE-BEAST FORM

At 3rd level, you gain the ability to transform halfway into a wild beast, enabling you to take the form of a powerful humanoid monster with terrifying bestial features: a were-creature. Choose one out of the following eight beast types to be your were-beast: *bear*, *boar*, *cobra*, *crocodile*, *rat*, *shark*, *tiger*, or *wolf*. You cannot change this decision later.

You can use a bonus action on your turn to morph into your were-beast form, gaining a +1 bonus to AC and to weapon damage rolls while transformed. In this form, you have an unarmed bite weapon which deals 1d4 + Strength modifier piercing damage and requires no free hands to use.

You also gain benefits based on your choice of were-beast:

Bear. In this form, you have advantage on Strength ability checks, and you gain an additional +1 bonus to AC and to weapon damage rolls. While you are raging, you gain temporary hit points equal to your rage damage bonus at the start of each of your turns.

Boar. In this form, when you move at least 15 feet straight toward a target and then hit it with a melee weapon attack on the same turn, the target takes an extra 1d6 piercing damage, or 2d6 if you are raging. If the target is a creature, it must succeed on a Strength saving throw or be knocked prone.

Cobra. In this form, the reach of your unarmed bite attack increases by 5 feet, and on a hit the target must make a Constitution saving throw, taking 2d4 poison damage on a failure. While you are raging, you can use a bonus action on your turn to make one bite attack.

Crocodile. In this form, you have a swim speed equal to your ground speed, you can hold your breath for 10 minutes more than normal, and your bite attack improves. Its weapon die increases from 1d4 to 1d10, and on a hit, the target is grappled. Until this grapple ends, you can't bite another target. While you are raging, you have advantage on melee weapon attacks made against targets you are grappling.

Rat. In this form, you have a climb speed equal to your ground speed, and you can use a bonus action to Hide or Disengage. While you are raging, your speed increases by 10 feet and you have advantage on Dexterity (Stealth) checks.

Shark. In this form, you have a swim speed equal to your ground speed, you can breathe underwater, and you have blindsight that extends 5 feet, or 30 feet in the water. While raging, you have advantage on melee attack rolls against any creature with blood that doesn't have all its hit points.

Tiger. In this form, your jumping distance is tripled, and when you move at least 15 feet straight toward a creature and then hit it with a melee weapon attack on the same turn, that target must succeed on a Strength saving throw or be knocked prone. If you knock a target prone in this way while you are raging, you can use your bonus action to immediately make a bite attack against the target.

Wolf. In this form, your speed increases by 10 feet, and while you are raging you have advantage on melee attack rolls against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

In addition, while you are in your **Were-Beast Form**, you count as both a Beast *and* your normal creature type (usually Humanoid). You can be affected by a game effect if it works on *any* of your creature types. If any ability granted by this subclass forces a creature to make a saving throw, the DC is equal to 8 + your Constitution modifier + proficiency bonus.

When you use a bonus action to morph into your were-beast form, you can also enter a rage as part of that bonus action, expending a rage usage as normal.

Your **Were-Beast Form** lasts for up to 2 hours, but you can use your action to end the transformation. However, the beast within you will not be caged again so soon. You can only end the transformation once it has lasted for at least an hour. The maximum duration of the transformation increases to 4 hours at 6th level, 6 hours at 10th level, 8 hours at 14th level, and unending at 20th level.

Once you have transformed into your were-beast form, you cannot do so again until you finish a long rest.

THE FULL MOON CATALYST

The Full Moon has long been associated in many lycanthrope myths, legends, and stories with the often-uncontrollable transformation into a werewolf. Normally, a Barbarian of the Path of the Were-Beast can only transform once per day. However, DMs who want to embrace the were-beast spirit may choose to transform a barbarian into their Were-Beast Form *without* expending a usage, even against the barbarian's will, when the moon is full or on other auspicious occasions relating to the particular were-beast... if they think it will be fun for the players.



ART CREDIT: "REVENGER"

By ManiakS on DeviantArt

BESTIAL GIFTS

At 6th level, you gain the ability to complete your bestial transformation, enabling you to use an action to transform into a full beast based on your choice of were-beast. This transformation follows all the same rules as the druid's **Wild Shape** class feature, with exceptions stated in this feature.

You can always transform into only one creature and no others, which is based on your choice of were-beast as shown in the table below:

FULL BEAST TRANSFORMATIONS

Were-Beast Full Beast Form		Were-Beast Full Beast...	
Bear	Brown Bear	Boar	Giant Boar
Cobra	Giant Poison. Snake	Crocodile	Crocodile
Rat	Giant Badger	Shark	Hunter Shark
Tiger	Tiger	Wolf	Wolf

When you transform, your statistics for your hit points, AC, and ability scores remain unchanged, you keep any special senses that your normal form possesses, and you are size Large regardless of the beast's size. When you make a Dexterity (Stealth) check while transformed, you use the beast's Dexterity score for the check, not your own. Your full beast transformation lasts up to 10 minutes, or until you are reduced to 0 hit points or choose to end it as an action.

When the transformation ends, you resume whatever form you were in when it began. You can only use this ability once before you finish a long rest. The number of uses increases to two at 14th level and becomes unlimited at 20th level.

In addition, you gain latent abilities based on your choice of were-beast. Just as the soul and power of the wild beast lives within you at all times, you gain these benefits regardless of what form you take, depending on your choice of were-beast:

Were-Beasts

Bear, Boar, Shark, or Wolf
Cobra, Crocodile, Rat, or Tiger

Bestial Gift

Hunter Senses
Lurker Instincts

Hunter Senses. You gain proficiency in your choice of Perception or Survival, and you can memorize a creature's scent forever by sniffing it for at least 1 minute. You can always recognize the smell of any creature whose scent you've memorized. In addition, you have advantage on Wisdom ability checks that rely on taste or smell.

Lurker Instincts. You gain proficiency in your choice of Sleight of Hand or Stealth. Also, you never have to slow your travel pace to move stealthily, and you can perform an activity while traveling without having to stop watching for danger. In addition, you gain darkvision that extends to 60 feet.

WERE-BEAST RESOLVE

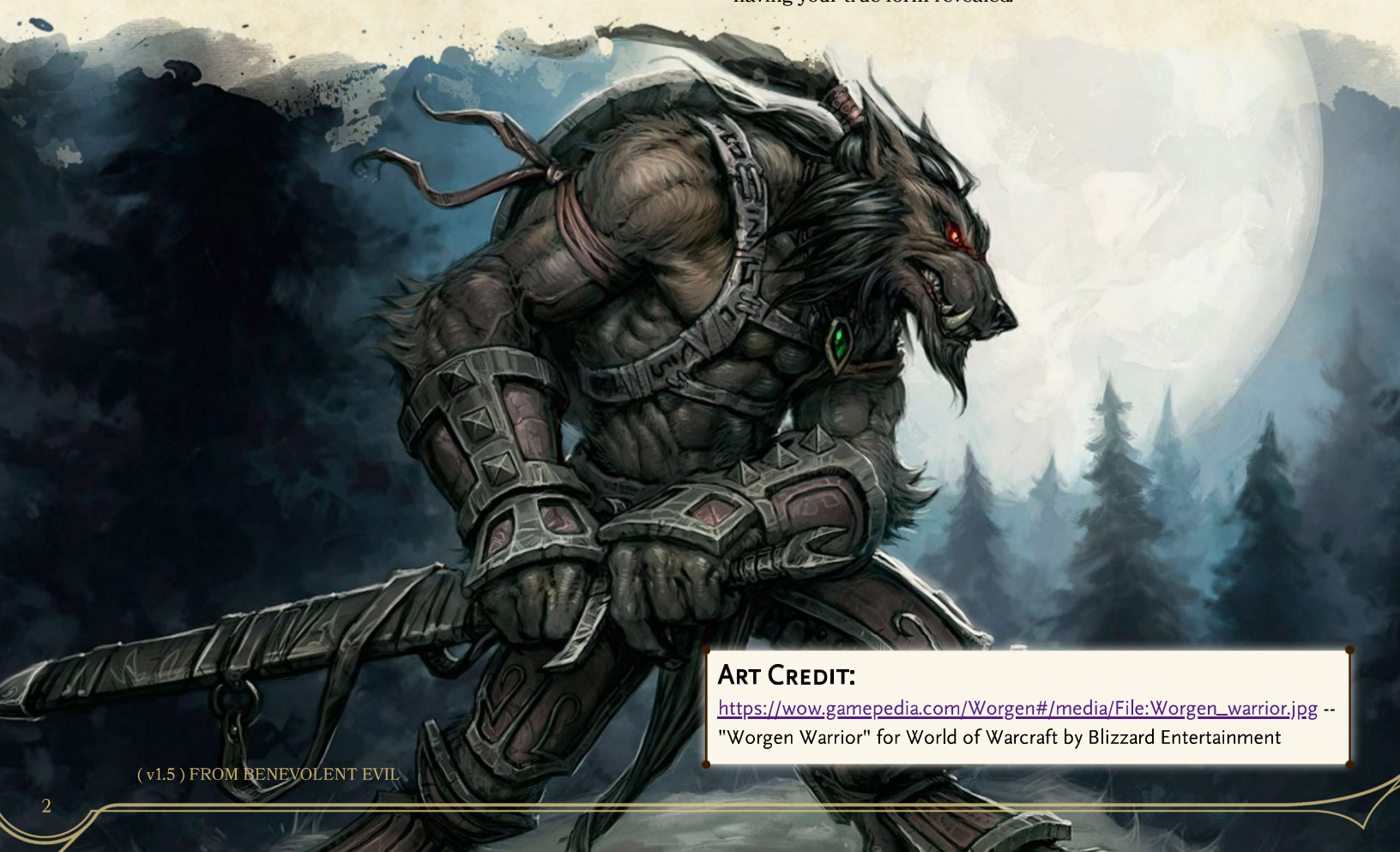
Starting at 10th level, while you are in your **Were-Beast Form**, you have advantage on saving throws made to resist being charmed, frightened, or having your emotions changed by magic. Also, your full beast transformation using your **Bestial Gifts** feature can now last up to 1 hour.

A TRUER FORM

At 14th level, you start to feel more at home in your were-beast form than your true form, and you listen to the call of the wild. You know *this* is what you were always meant to be.

While you are in your **Were-Beast Form**, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered. If you are also raging, you are instead immune to such damage.

In addition, regardless of your form, you have advantage on saving throws made to resist being cursed, being diseased, or having your true form revealed.



ART CREDIT:

https://wow.gamepedia.com/Worgen#/media/File:Worgen_warrior.jpg --
"Worgen Warrior" for World of Warcraft by Blizzard Entertainment

DRUID SUBCLASS: CIRCLE OF THE HYBRID

HYBRID FORM

At 2nd level, you gain the ability to transform only halfway between a beast and a humanoid, combining bestial power with humanoid skill. When you use Wild Shape, you can choose to transform into a half-beast instead of the normal transformation, lasting for 1 minute or until you are knocked unconscious or use an action to end it.

In this form, you can still speak, cast spells, and wield equipment as normal, although if you are wearing heavy armor upon transforming, the armor is destroyed. You can transform into a different hybrid each time if you so choose, such as a keen wereboar with sharp tusks, a tough lizardman with a thick scaly tail, or an agile mermaid with fins and gills. You also gain benefits from your hybrid transformation:

- You gain temporary hit points equal to 10 + twice your druid level upon transforming.
- You count as both a Beast *and* your normal creature type (usually Humanoid). You can be affected by a game effect if it works on *any* of your creature types.
- You gain a +1 bonus to the damage of your weapon attacks (including unarmed attacks). This bonus increases to +2 at 6th level, +3 at 10th level, and +4 at 14th level.
- Choose one ability score from Strength, Dexterity, or Wisdom. While transformed, you have advantage on ability checks made using that ability score.
- Choose one adaptation from the list below each time you transform; while transformed, you gain its benefits:
 - **Clinging Claws.** Your unarmed attacks deal 1d6 + modifier slashing damage, and you gain a climb speed equal to your speed while you have at least three limbs on the surface you're climbing.
 - **Durable Hide.** You gain a +1 bonus to AC. At 10th level, this bonus increases to +2.
 - **Feral Agility.** Your speed increases by 10 feet and enemies have disadvantage on opportunity attacks made against you. At 10th level, this bonus increases to 20 feet.

- **Ferocious Teeth.** You can use a bonus action to make an unarmed melee attack against a creature within 5 feet of you. This attack can use Dexterity or Strength, and deals 1d4 + modifier piercing damage.
- **Ponderous Tail.** You can use a bonus action to shove a creature within 5 feet of you. You can choose to use Dexterity in place of Strength for this shove, though this does not affect your opponent's defenses. At 14th level, both the reach of this shove and the distance you can push a target using this shove increase from 5 feet to 10 feet.
- **Aquatic Nature.** (Available after 6th level) You can breathe underwater and you have a swim speed equal to your speed.
- **Aerial Nature.** (Available after 10th level) You have a fly speed equal to your speed.

At 6th level the duration increases to 10 minutes. At 10th level the duration increases to 30 minutes. At 14th level the duration increases to 1 hour. At 20th level the transformation lasts until you transform back.

WERE-BEAST INSTINCTS

Starting at 6th level, while you are transformed using your **Hybrid Form** feature, you have advantage on saving throws against being charmed, frightened, or having your emotions changed by magic.

PRIMAL TRANSFORMATION

Starting at 10th level, when you choose Strength, Dexterity, or Wisdom using your **Hybrid Form** feature, you also gain advantage on saving throws for that ability score while in that form. Also, the natural weapons from your **Hybrid Form** count as magical for the purposes of overcoming resistances.

CHIMAERA FORM

Starting at 14th level, when you use your **Hybrid Form** feature, you can choose two adaptations from the list and gain *both* benefits instead of just one.

ART CREDIT: "WEREWOLF"

By sandara on DeviantArt

WARLOCK PATRON: THE PROGENITOR

Your patron is the very oldest of their lineage of bestial monsters, perhaps even the first of their kind, whose contagious curse transforms its victims into more of their kind. This ancient predator and prime elder to generations has inducted you into their bloodline as well, granting you the dark powers you wield at the cost of the curse they have now spread to you. Your patron may be a classic werewolf leading a pack of lycanthropes, a prime vampire creating lesser minions for scheming, an exiled shaman who begat a cursed race of spider-people, the eldest of a shapeshifting witches' coven that live and spy as cats or ravens, or some other dark progenitor...

EXPANDED SPELL LIST

The Progenitor Patron lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

PROGENITOR EXPANDED SPELLS

Spell Level	Spells
1st	<i>Animal Friendship, Conjure Critters (new)</i>
2nd	<i>Beast Sense, Enhance Ability</i>
3rd	<i>Conjure Animals, Spirit Guardians</i>
4th	<i>Compulsion, Dominate Beast</i>
5th	<i>Commune with Nature, Insect Plague</i>

THE BEAST OF THE CURSE

At 1st level, you choose a beast to represent your patron's dark curse and be your and your patron's cursed beast. Choose one from the following 13 options: *bat, bear, boar, cat, frog, lizard, octopus, owl, rat, raven, snake, spider, or wolf*.

You have the ability to comprehend and verbally communicate with your chosen beasts, and any closely related beasts (such as dogs if you chose the wolf, or crows if you chose the raven). For more information on the effects of speaking with animals, see the *Speak with Animals* spell.

When you conjure beasts using a warlock spell, the beasts that appear are always from your list of Bestial Reflections for your cursed beast (see below) or larger beasts of the same kind (such as a giant toad for *the frog*, which isn't on the list).

CURSED SHAPECHANGER

Starting at 1st level, you can use an action to transform into a humanoid-beast-hybrid of your cursed beast or back to your true form. Though your stature changes slightly, your size and statistics are the same in each form, and any equipment you are carrying or wearing remains the same, though fitting differently.

While in your alternate form, your unarmed attacks deal 1d6 piercing damage, you gain darkvision that extends to 60 feet, and you count as both a Beast *and* your normal creature type (usually Humanoid). You can be affected by a game effect if it works on *any* of your creature types.

Due to the differences in appearance and stature, your alternate form and your true form are not recognizably the same person even to those who know you very well, enabling you to hide your identity.

You revert back to your true form if you die.

BESTIAL REFLECTIONS

Cursed Beast	Reflection Creatures
Bat	Bat, Swarm of Bats
Bear	Badger (Bear Cub), Black Bear, Brown Bear
Boar	Boar, Giant Boar
Cat	Cat, Panther, Tiger
Frog	Frog, Giant Frog
Lizard	Crocodile, Lizard, Giant Lizard
Octopus	Crab (Shelled Octopus), Octopus, Giant Octopus
Owl	Giant Owl, Owl
Rat	Giant Rat, Rat, Swarm of Rats
Raven	Raven, Swarm of Ravens
Snake	Constrictor Snake, Poisonous Snake, Swarm of Poisonous Snakes
Spider	Giant Wolf Spider, Spider, Swarm of Spiders
Wolf	Jackal, Wolf, Dire Wolf

DARK CONSUMPTION

At 6th level, you begin to fully embrace the eating habits of your patron and their kind, consuming not just to survive, but to satisfy. Choose either "creatures with blood", "creatures with bones", or "creatures with brains" as your patron's diet.

While you are in your **Cursed Shapechanger** form, you can spend 1 minute hungrily devouring the blood, bones, or brains (whichever your patron eats) from a creature with such body parts that died within the last 24 hours.

When you finish, you can spend any number of hit dice to regain hit points as if you had finished a short rest. Then, you can choose to regain a number of expended hit dice equal to your warlock level divided by 4. Once you have regained hit dice in this way, you cannot do so again until you finish a long rest.

REFLECTION OF THE BEAST

At 10th level, you can use an action to transform into a bestial reflection of your patron's lineage. Choose one of the reflection creatures for your cursed beast from the table to find your transformation statistics. This transformation follows all the same rules as the druid's **Wild Shape** class.



ART CREDIT: "RATFOLK"

By Targete on DeviantArt



ART CREDIT: "LORD OF LINEAGE"

By Jason Chan, © Wizards of the Coast

feature, with exceptions stated in this feature.

When you transform, your statistics for your hit points and AC remain unchanged, and you keep any special senses that your normal form possesses, but you can't benefit from any **Extra Attack** feature. You can speak and cast spells, but you can't provide somatic or material components, and you can't provide verbal components if you are a swarm. You can use an action to end the bestial transformation at any time.

If the reflection creature you chose has a fly speed, you cannot transform into a bestial reflection again until you finish a long rest, and your bestial transformation ends after only 1 hour.

THE MONSTER UNLEASHED

At 14th level, your patron's cursed bloodline is fully accepted into your body, bringing you new strength and agility when you reveal the reality of your terrible countenance.

You can use a bonus action on your turn to reveal your true monstrous form. You immediately enter your **Cursed Shapechanger** form if you weren't already in it. For the next hour, while you are in your **Cursed Shapechanger** form, your speed increases by 10 feet and you have a +1 bonus to AC, advantage on Strength and Dexterity ability checks and on Intimidation checks, and resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Once you have used this ability, you cannot do so again until you finish a long rest.

NEW ELDRITCH INVOCATIONS

CURSED WOUNDS

Prerequisite: Progenitor Patron, Pact of the Blade feature

You gain a +1 bonus to damage rolls made using your pact weapon while you are in your **Cursed Shapechanger** form.

In addition, when you critically hit a creature or reduce a creature to 0 hit points with a melee attack using your pact weapon, unarmed attacks, or natural weapons while you are in your **Cursed Shapechanger** form, you can use your reaction and expend a warlock spell slot to cast *bestow curse* on the target, requiring no components. Your attack counts as the touch required by the spell. Once you have done so, you cannot do so again until you finish a short or long rest.

HARBINGER OF THE PACK

Prerequisite: Progenitor Patron, Pact of the Chain feature

In addition to touch spells, you can also cast summoning spells (such as *conjure animals*) through the familiar summoned by your Pact of the Chain feature as if it was you.

TALISMAN OF ADOPTION

Prerequisite: Progenitor Patron, Pact of the Talisman feature

While wearing your talisman, a creature gains all the benefits of your **The Beast of the Curse** and **Cursed Shapechanger** features, including the ability to transform. It must use your cursed beast and cannot choose its own. If the talisman is removed while the wearer is transformed using the talisman's power, the creature returns to its original form.

POWER OF THE MOON

Prerequisite: Progenitor Patron

While you are in your **Cursed Shapechanger** form, it is night, and you are in moonlight, you gain a +1 bonus to AC and attack rolls, and you have advantage on saving throws.

However, you also have the following flaw:

Alchemical Hypersensitivity. You have vulnerability to bludgeoning, piercing, and slashing damage dealt by silver weapons. While touching silver, you have disadvantage on all attack rolls and ability checks.

RECORDED LINEAGE

Prerequisite: Progenitor Patron, Pact of the Tome feature

Your Book of Shadows holds the legacies of your patron's children who came before you. Before you make an ability check, you can spend 1 minute studying your book to see if it contains relevant stories. Roll 1d6. On a 6, you find ancient inspiration in the tome, and gain advantage on the check. You cannot use this ability more than once for the same check.

VAMPIRIC ASPECT

Prerequisite: Progenitor Patron

You have resistance to necrotic damage and you are an undead in addition to your other type(s). When something would affect you, you may choose whether it treats you as an undead or as your other type(s). You know the *friends* cantrip, which doesn't count against the number you can learn as a warlock, and you can cast it without material components.

Also, while you are in your **Cursed Shapechanger** form, you can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

However, you also have the following flaws:

Forbiddance. You can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. You take acid damage equal to your level + 5 when you end your turn in running water.

No Reflection. You do not appear in reflective surfaces.

Stake to the Heart. If a piercing weapon made of wood is driven into your heart while you are incapacitated, you are paralyzed until the stake is removed.

Sunlight Hypersensitivity. You take radiant damage equal to your level + 5 when you start your turn in sunlight. While in sunlight, you have disadvantage on all attack rolls and ability checks.

LUNAR TRANSFORMATION

Prerequisite: Power of the Moon invocation

When you see the full moon in the sky, you can use your reaction to transform into your **Cursed Shapechanger** form. When you do so, you can choose to gain temporary hit points equal to your warlock level that last until you change form again. Once you have gained these temporary hit points, you cannot do so again until you finish a long rest.

CURSED REGENERATION

Prerequisite: 5th level, Progenitor Patron

You regain hit points equal to half your proficiency bonus once every hour. At the start of each of your turns, you can choose to expend up to many hit dice to regain hit points as if you had finished a short rest.

However, you must also choose one of the following flaws to gain when you learn this invocation:

Sunlight Weakness. This invocation doesn't function if you are in sunlight or running water. If you start your turn in sunlight, take radiant damage, or end your turn in running water, it doesn't function until the end of your next turn.

Alchemical Weakness. This invocation doesn't function if any part of your body is touching fire or silver. If you take fire damage or damage from a silvered weapon, this invocation doesn't function until the end of your next turn.

ENTICING GAZE

Prerequisite: Vampiric Aspect invocation

As an action, you can attempt to enthrall one creature that you can see within 60 feet. The target must make a Wisdom saving throw, and it automatically succeeds if it cannot see you. On a failed saving throw, the target is charmed by you for 1 minute. While charmed in this way, it regards you as a trusted friend to be heeded and protected. If you or your companions do anything harmful to the target, the effect ends immediately. You cannot use this ability while you are in sunlight. Once you have used this ability, you cannot use it again until you finish a long rest.

DARK AND TERRIBLE

Prerequisite: 5th level, Progenitor Patron

While you are in your **Cursed Shapechanger** form, you can make an unarmed attack twice, instead of once, when you take the Attack action on your turn, and your unarmed attacks deal 1d8 damage instead of 1d6.

CONTAGIOUS CURSE

Prerequisite: 7th level, Power of the Moon invocation

While you are in your **Cursed Shapechanger** form, you can make unarmed attacks using your fangs or tusks without using your hands.

In addition, when you hit a creature with an unarmed attack while in your **Cursed Shapechanger** form, you can choose to subject the target to your lycanthropy curse. The target must make a Constitution saving throw. On a failed saving throw, the target is infected with your cursed beast's version of lycanthropy (see *Monster Manual* page 207 for the effects. If your cursed beast isn't on the *Monster Manual* list, the DM can choose to decide its lycanthropy effects or to disallow this invocation for you). This ability does not grant you any special control or influence over the target, though it may change their alignment.

Once you have used this ability, you cannot use it again until you finish a long rest.

EXTENDED FAMILY

Prerequisite: 7th level, Progenitor Patron

Choose another cursed beast from the list of 13 other than your first one. You add the reflection creatures from that cursed beast's list to the list for your own cursed beast. You can learn this invocation multiple times, but you must choose a different cursed beast each time.

HOWL OF TERROR

Prerequisite: 9th level, Power of the Moon invocation

While you are in your **Cursed Shapechanger** form, you can use an action to release a bloodcurdling howl. Each creature of your choice within 30 feet of you must make a Wisdom saving throw. On a failed saving throw, a creature is frightened of you until the end of your next turn. If you are in moonlight when you use this ability, the range increases to 60 feet and creatures make the saving throw with disadvantage. A creature who cannot hear you automatically succeeds on its saving throw. Once you have used this ability, you cannot use it again until you finish a long rest.

STRENGTH FROM HUNGER

Prerequisite: 9th level, Vampiric Aspect invocation

While you are in your **Cursed Shapechanger** form, you can make unarmed attacks using your fangs without using your hands. When you hit with an unarmed attack that does use your hands, you can choose to grapple the target instead of dealing damage.

In addition, when you hit a creature that you have grappled with an unarmed attack using your fangs, you can choose to expend a warlock spell slot to add 1d6 bonus necrotic damage per slot level to the attack. If the target of the attack is a valid target for your **Dark Consumption** feature, you also regain hit points equal to the necrotic damage dealt.

FOCUSED REGENERATION

Prerequisite: 15th level, Cursed Regeneration invocation

When you finish a short rest, you can expend a warlock spell slot to cast *regenerate* on yourself without requiring components. Once you have done so, you cannot do so again until you finish a long rest. This spell does not heal you while your **Cursed Regeneration** isn't functioning.

NEW SPELLS

CONJURE CRITTERS

1st Level Conjuration spell (Druid, Ranger)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon minor primal spirits that take the form of beasts and appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- One beast of challenge rating 1/2 or lower
- Two beasts of challenge rating 1/4 or lower
- Four beasts of challenge rating 1/8 or lower
- Eight beasts of challenge rating 0, but these beasts cannot deal any damage, regardless of their statistics.

Each beast is also considered fey, and it disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The DM has the creatures' statistics.