

Tome of Lycanthropy:

Sorcerer

This is Supplemental Material

Sorcerous Origins

At 1st level, a sorcerer gains the Sorcerous Origin feature. This is an option written by Odvaskar for that feature: The Lycanthrope Bloodline.

Lycanthrope Bloodline

Your magic comes from the ravenous magic that was mingled in your blood from one of your ancestors that was a lycanthrope. Most sorcerers with this origin are the rare offspring from two lycanthrope parents, inheriting magical power but not the full curse of lycanthropy. Many lycanthrope bloodline sorcerers are hermits or outcasts preferring to live away from societies that would label them dangerous and freaks.

Origin Spells

1st-level Lycanthrope Bloodline feature

Your bloodline gives you spells that you instinctually know. Origin spells don't count against the number of spells you know.

Origin Spells

Sorcerer Level	Spells
1st	<i>Hunter's Mark, Jump</i>
3rd	<i>Aid, Moonbeam</i>
5th	<i>Fear, Haste</i>
7th	<i>Dominate Beast, Freedom of Movement</i>
9th	<i>Awaken (Beasts only), Hold Monster</i>

Beastial Soul

1st-level Lycanthrope Bloodline feature

Primal magic flows through you, it causes the physical beastial traits of your lycanthrope ancestor

emerge. These traits include fangs, claws, fur, or scales. You gain the following benefits:

- When you aren't wearing armor, you can use your Charisma instead of your Dexterity when calculating your AC.
- You gain advantage on Wisdom (Perception) checks that rely on hearing or smell.

Feral Weapon

1st-level Lycanthrope Bloodline feature

At 1st level, you gain the power to unleash your beastial heritage. As a bonus action, you manifest a natural weapon for 1 minute. It counts as a simple weapon for you that deals a d6 of damage, and you can use your Charisma modifier for attack and damage rolls when you attack with it. You choose the appearance of your weapon and if does bludgeoning, piercing, or slashing damage when you gain this feature.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Primal Savagery

6th-level Lycanthrope Bloodline feature

Starting at 6th level, your lycanthropic savagery emerges when you unleash your feral weapon. While your feral weapon is manifested you gain the following benefits:

- Your feral weapon attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.
- When you take the Attack action on your turn and attack with your feral weapon, you can make one additional attack using your feral weapon as part of the same action.
- You gain resistance to nonmagical bludgeoning, piercing, or slashing damage.

Form of the Beast

14th-level Lycanthrope Bloodline feature

The Lycanthrope power within you allows you to take on a powerful form. As an action, you can spend 1 or more sorcery points to transform your body for 10 minutes. For each sorcery point you spend, you can gain an additional benefit, the effects last until the transformation ends:

- **1 Sorcery point.** You're under the effects of an *Enlarge* spell.
- **2 Sorcery points.** You gain temporary hit points equal to your sorcerer level.
- **3 Sorcery points.** You have advantage against on melee attack rolls against any creature that doesn't have all its hit points.
- **4 Sorcery points.** You gain immunity to bludgeoning, piercing, or slashing damage from nonmagical attacks not made with silvered weapons.

Beast Roar

18th-level Lycanthrope Bloodline feature

At 18th level, you can let out an ear-piercing roar that debilitates those around you. As an action, each creature of your choice within 60 feet of you that can hear you must make a Constitution saving throw or be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns.

Once you use this feature, you can't use it again until you finish a long rest, unless you spend 7 sorcery points to use it again.