

Tome of Lycanthropy: Paladin

This is Supplemental Material

Sacred Oath

When a paladin reaches 3rd level, they swear an oath that binds them as a paladin forever. This is an option written by Odvaskar for that feature: The Oath of the Hunt.

Oath of the Hunt

Paladins of the Oath of the Hunt are part of an order of mercenary paladins who sell themselves for all sorts of tracking and offensive engagements. Sometimes called bounty hunters, paladins of the hunt aren't necessarily brutal towards their prey but are willing walk the line based on an employer's desires. To them a contract and its payment are binding and almost unbreakable. A contract can only be called off or cancelled by a paladin of the order with a higher rank. They are known for being non-judgmental, professional, and incredibly swift and deadly.

Tenets of the Hunt

A paladin who takes the Oath of the Hunt swear to never fail a contract.

Strength. The way of nature is strong to survive and become stronger.

Relentless. Find your prey no matter the distance or trials ahead.

Efficient Hunter. The hunt must be clean and swift. Stalk your prey and learn its weaknesses.

Oath Spells

3rd-level Oath of the Hunt feature

You gain oath spells at the paladin levels listed.

Oath of the Hunt Spells

| Paladin Level | Spells |
|---------------|---|
| 3rd | <i>Hunter's Mark, Longstrider</i> |
| 5th | <i>Hold Person, Pass without Trace</i> |
| 9th | <i>Fear, Haste</i> |
| 13th | <i>Freedom of Movement, Locate Creature</i> |
| 17th | <i>Commune with Nature, Hold Monster</i> |

Channel Divinity

3rd-level Oath of the Hunt feature

You gain the following two Channel divinity options.

Marked Prey. As a bonus action, you mark a creature you can see within 10 of you as your prey for 1 minute. When you hit a creature with a weapon attack, the creature takes extra damage equal your charisma modifier.

Beast Form. As a bonus action, bestial physical features to become a more effective hunter for 10 minutes. You grow fangs and claws that are magical natural weapons, which you can use to make unarmed strikes and divine smite. if you hit, you deal piercing or slashing damage equal to 1d6 + your Strength modifier. Whenever you make Wisdom (perception) and Wisdom (survival) checks, you gain a bonus to the check equal to your Charisma modifier (minimum of +1).

Aura of the Hunt

7th-level Oath of the Hunt feature

Starting at 7th level, you emit and aura of bolstering speed while not incapacitated. You can use you bonus action to dash and any creature of your choice that starts its turn within 10 feet you can use its bonus action to dash as well.

Predator's Hide

15th-level Oath of the Hunt feature

Beginning at 15th level, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Huntlord

20th-level Oath of the Hunt feature

At 20th level, you can assume a form of powerful lycanthrope. Using your action, you transform for 1 minute. While transformed you gain the following benefits:

- You gain the benefits of your Beast Form Channel Divinity.
- You have immunity to bludgeoning, piercing, and slashing damage from nonmagical weapons.
- Once per turn when you damage a creature you gain temporary hit points equal to half your paladin level.