

NAGUAL

Naguals are a rare form of jaguar-humanoid lycanthropes native to western Odonburg. Unlike other types of lycanthropes, naguals lack a full animal form, and instead only transform into jaguar-humanoid hybrids. Furthermore, the lycanthropy does not affect the cursed creature's normal alignment. Only when the nagual transforms into its monstrous form does its fiendish nature present itself.

NAGUAL LYCANTHROPY

A character who becomes a nagual retains his or her statistics except with the following changes:

- The character's type becomes fiend.
- While in hybrid form, the character's alignment becomes chaotic evil.
- While in hybrid form, the character's AC becomes 12 plus its Dexterity modifier from natural armor.
- The character gains the nagual's speeds in hybrid form (50 ft., 30 ft. climb).
- The character gains a Strength of 18 if his or her score isn't already higher.
- The character gains resistance to cold, fire, and lightning

damage. The character also gains immunity to poison and the poisoned condition, as well as bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons.

- The character gains the nagual's Shapechanger, Horrific Transformation, Keen Hearing and Smell, Pounce, and Regeneration traits detailed in its stat block.
- In its hybrid form, the character gains the nagual's bite and claw attacks. The character is proficient with these natural attacks. Attack and damage rolls for the character's bite and claw attacks are based on whichever is higher of the character's Strength or Dexterity.
- A bite from the character may infect another creature with lycanthropy. The target must succeed on a Constitution saving throw with a DC of 8 + the character's proficiency bonus + his or her Constitution modifier.
- The character cannot speak while in hybrid form.

Nagual lycanthropy is notoriously difficult to cure, as its seen as a "fiend curse", which involves special rites to remove. The rites are extraordinarily dangerous to not only the cursed humanoid, but also to those who perform it; if performed wrong, it may give the host body over completely to its animalistic side.

NAGUAL

Medium fiend (shapechanger), any alignment (chaotic evil in hybrid form)

Armor Class 13 in humanoid form, 15 (natural armor) in hybrid form

Hit Points 120 (16d8 + 48)

Speed 30 ft. (50 ft., climb 30 ft. in hybrid form)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	11 (+0)	14 (+2)	16 (+3)

Skills Perception +6, Stealth +7

Damage Resistances cold, fire, lightning

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 19

Languages Common (can't speak in hybrid form)

Challenge 7 (2,900 XP)

Shapechanger. The nagual can use its action to polymorph into a Large chaotic evil jaguar-humanoid hybrid, or back into its true form, which is humanoid. Other than its alignment and size, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Horrific Transformation. Any creature that witnesses the nagual's transformation from its humanoid form to its hybrid form must make a DC 14 Wisdom saving throw or become frightened for 1 minute. The creature may repeat its saving throw at the end of each of its turns, ending the effect on itself with a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours.

Keen Hearing and Smell. The nagual has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pounce (Hybrid Form Only). If the nagual moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that creature must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the nagual can make one bite attack against it as a bonus action.

Regeneration. The nagual regains 10 hit points at the start of its turn. If the nagual takes damage from weapons made with silver or radiant damage, this trait doesn't function at the start of the nagual's next turn. The nagual dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiaction (Humanoid or Hybrid Form). In humanoid form, the nagual makes two mace attacks. In hybrid form, it makes two claw attacks.

Bite (Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 17 Constitution saving throw or be cursed with nagual lycanthropy.

Claw (Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Mace (Humanoid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Light Crossbow (Humanoid Form Only). *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.