

# Tome of Lycanthropy: Wereboar Gorer

This is Supplemental Material

## Wereboar Gorer

---

Wereboar gorers are highly dangerous, bad-tempered, brutes. A wereboar transforms into a gorer if it has lived for 20 years with its curse and has lived a life full of conflict and bloodshed. When the transformation to a gorer happens their tusks, boar, and hybrid form double in size. A gorer is usually the leader of a small group of wereboars and in control of a few giant boars. Gorers prefer not to spread the curse lycanthropy to avoid competition of over territory. Many of this ferocious beasts can be found in woodlands protecting their territory or if they wish to delight in battle and bloodshed, they can also choose to become a leader of a barbarian or orcish tribe.

## Variant: Nonhuman Lycanthropes

---

The statistics presented in the section assume a base creature of human. However, you can also use the statistics to represent nonhuman lycanthropes, adding verisimilitude by allowing a nonhuman lycanthrope to retain one or more of its humanoid racial traits. For example, an elf werewolf might have the Fey Ancestry trait.

## Player Character as Lycanthropes

---

A character who becomes a lycanthrope retains its statistics except as specified by lycanthrope type. The character gains the lycanthrope's speeds in nonhumanoid form, damage immunities, traits, and actions that don't involve equipment. The character is proficient with the lycanthrope's natural attacks, such its bite or claws, which deal damage as shown in the lycanthrope's statistics. The character can't speak while in animal form.

A humanoid hit by an attack that carries the curse of lycanthropy must succeed on a Constitution saving throw (DC 8 + the lycanthrope's proficiency bonus + the lycanthrope's Constitution modifier) or be cursed. If the character embraces the curse, its alignment becomes the one defined for the lycanthrope. The DM is free to decide that a change in alignment places the character under DM control until the curse of lycanthropy is removed.

**Wereboar Gorer.** A character must have been a wereboar for 20 years and has have lived a life of destruction and bloodshed, at which point their regular wereboar lycanthropy is replaced by the wereboar gorer lycanthropy. The character gains a Strength of 18, a Constitution of 22 if its score isn't already higher, a +1 bonus to AC while in humanoid form, and a +3 bonus to AC while in giant boar or hybrid form (from natural armor). Attack and damage rolls for the natural weapons are based on the character's Strength.



# Wereboar Gorer

Medium humanoid (*Shapechanger*), Neutral Evil

---

**Armor Class** 12 in humanoid form, 14 in giant boar and hybrid form (natural armor)

**Hit Points** 143 (9d8 + 80)

**Speed** 30 ft., 50 ft. in giant boar and hybrid form

---

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	22 (+6)	10 (+0)	12 (+1)	10(+0)

---

**Saving Throws** Strength +8, Constitution +10

**Skills** Athletics +8, Intimidation +4, Perception +5

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered.

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common (can speak in giant boar form)

**Challenge** 10 (5,900 XP)

---

**Aggressive.** As a bonus action, the gorer can move up to its speed towards a hostile creature that it can see.

**Charge (Giant Boar or Hybrid Form Only).** If the gorer moves at least 15 feet straight toward a target and then hits it with its tusks on the same turn, the target takes an extra 4d6 bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is an object or structures, it takes double damage.

**Lycanthropic Empathy.** Any boar creature can understand your speech and you can understand theirs.

**Relentless Brute (Recharges after a Short or Long Rest).** If the gorer takes 30 damage or less that would reduce it to 0 hit points, it is reduced to 10 hit points.

**Regeneration.** The gorer regains 15 hit points at the start of its turn if it has at least 1 hit point. If the gorer takes damage from a silvered weapon, this trait doesn't function at the start of the gorer's next turn.

**Shapechanger.** The gorer can use its bonus action to polymorph into a large sized boar-humanoid hybrid, or into a giant boar, or back into its true form, which is humanoid. Its statistics, other than its AC, 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.

## Actions

---

**Multiattack (Humanoid Only).** The gorer makes two attacks its flail.

**Multiattack (Hybrid and Wolf Form Only).** The gorer makes three melee attacks.

**Fail (Humanoid form Only ).** Melee Weapon Attack: +8 to hit, reach 5 ft., Hit: (1d8 + 4) bludgeoning damage.

**Fail (Hybrid form Only ).** Melee Weapon Attack: +8 to hit, reach 5 ft., Hit: (2d8 + 4) bludgeoning damage.

**Fist (Humanoid Form Only ).** Melee Weapon Attack: +8 to hit, reach 5 ft., Hit: (1d6 + 4) bludgeoning damage

**Fist (Hybrid Form Only ).** Melee Weapon Attack: +8 to hit, reach 5 ft., Hit: (2d6 + 4) bludgeoning damage

**Tusk (Hybrid and Giant Boar Form Only ).** Melee Weapon Attack: +8 to hit, reach 5 ft., Hit: (3d6 + 4) slashing damage. If the target is a humanoid and the gorer wants to spread the curse, it must succeed on a DC 18 Constitution saving throw or be cursed with wereboar lycanthropy.

## Reactions

---

**Rancor.** In response to being hit by a melee attack, the gorer can make one melee weapon attack with against the attacker with advantage.