

## WEREWOLF

Werewolves are included in the base game rules. This version makes several changes.

**Damage Resistance.** The damage immunity of the standard lycanthrope has been replaced with damage resistance. Magic weapons no longer deal full damage to a lycanthrope, but silver-based sources still do.

**Shapechanger.** There is a slight delay after death before the lycanthrope reverts to its humanoid form, so PCs won't know instantly that it has been killed.

**Pack Tactics.** The werewolf now benefits from hunting in a pack, just like wolves.

**Regeneration.** The lycanthrope now regenerates 1 hit point each turn, unless it has been damaged by silver since the start of its previous turn.

It regenerates faster when there is a full moon in the sky.

## WEREWOLF

*Medium humanoid (shapechanger), chaotic evil*

**Armor Class** 11 in humanoid form, 12 (natural armor) in wolf or hybrid form

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

**Skills** Perception +4, Stealth +3

**Damage Resistances** bludgeoning, piercing, and slashing from non-silver sources

**Senses** passive Perception 14

**Languages** Common (can't speak in wolf form)

**Challenge** 3 (700 XP)

**Shapechanger.** The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, 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. If it dies, the werewolf reverts to its humanoid form after 1 minute.

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

**Pack Tactics.** The werewolf has advantage on attack rolls against a creature if at least one of the werewolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

**Regeneration.** The werewolf regains 1 hit point at the start of its turn.

When a moon is full and risen, the werewolf instead regains 3 hit points at the start of its turn.

If the werewolf takes damage from silver, this trait doesn't function at the start of its next turn. The werewolf dies only if it starts its turn with 0 hit points and doesn't regenerate.

## ACTIONS

**Multiattack. (Humanoid or Hybrid Form Only).** The werewolf makes two attacks: one with its bite and one with its claws or spear.

**Bite (Wolf or Hybrid Form Only).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

**Claws. (Hybrid Form Only).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) slashing damage.

**Spear (Humanoid Form Only).** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

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