Werewolf

written by CresthavenRPG Guru | November 20, 2014

▼Very Rare | Medium | Neutral evil | Magical Beast

Werewolves are human who are infected with lycanthropy and involuntarily change into wolves.

Armor Class Hit Points Move

Appearing 1d6

Habitat Any,Forest,Jungle

Negotiation yes **Morale DC** 8

Challenge 5.1 (1,530 XP per monster)

Ability Scores

STR DEX CON INT WIS CHA

2 1 2 0 0 0

Combat

Has 3 attacks. Hit Bonus +2. Damage Claws (2) 1d8 +2, Bite 2d8 damage

Special Attacks

Infect. On a successful attack the target must make a Constitution DC 12 check or become infected with lycanthropy.

Special Defense

Werewolves can only be harmed by magic weapons, silvered weapons, or magic spells.

Treasure

Individual: None

Lair: None

Lycanthropy

Lycanthropy is a disease. Any human character who is severely hurt by a werewolf, and loses more than half of his or her hit points when in battle

with it, will become a werewolf of in 2d12 days. The victim will begin to show signs of the disease after half that time. The disease will kill demihumans instead of turning them into werewolves. It may only be cured by a high level cleric (11th level or greater), who will do so for a suitable price or service. Any character who becomes a full werewolf will become an NPC, to be run by the DM only.