

Werewolf

written by A J | 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
15	12 (3 Hit Dice)	walk 180 ft
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 demi-humans 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.