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
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.