

WEREWOLF

Medium humanoid (shapechanger), chaotic neutral

Armor Class: 15 (natural armor)

Hit Points: 112 (15d8 + 45)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	8 (-1)	12 (+1)	10 (+0)

Saving Throws: Dexterity +6, Constitution +6

Skills: Perception +4, Athletics +8, Stealth +6

Damage Resistances: Bludgeoning, Piercing, and Slashing from nonmagical attacks

Condition Immunities: Charmed, Frightened

Senses: Darkvision 60 ft., passive Perception 14

Languages: Common (can't speak while transformed)

Challenge: 6 (2,300 XP)

TRAITS

Shapechanger (1/day). Once per day, as a bonus action, the werewolf can transform into its hybrid form. The transformation lasts up to 10 minutes or until the werewolf uses a bonus action to revert to its humanoid form. It cannot transform again until the next dawn.

Pounce. If the werewolf moves at least 15 feet straight toward a creature and hits it with a Claw attack on the same turn, the target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the werewolf can make one Bite attack against it as a bonus action.

Feral Momentum. When the werewolf reduces a creature to 0 hit points on its turn, it can immediately move up to half its speed and make one Claw attack against another creature.

Devour Flesh (Recharge 5–6). As an action, the werewolf consumes the flesh of a creature that died within the last minute. It regains 15 hit points.

ACTIONS

Multiattack. The werewolf makes one Claw attack and one Bite attack.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 5) slashing damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with werewolf lycanthropy.

