



WEREWOLF

The half-orc leads his group through the tall brush as they track a troll wreaking havoc on the nearby town. Using his enhanced senses, he notices a few goblins scouting the area ahead. As the others continue in the hunt, he stays behind to dispatch the minor threat. Moments later, he is quickly at their lead once more.

With intense speed and agility, the elf swings around the corner. Thanks to a fateful scratch, she transforms into wolf form. She quickly blends into the night eluding the barbaric tax collecting officials from which she has recovered the treasures of a withering village of elders.

As the man loads his wagon in preparation of his leave, a Roc swoops down for the kill. To the beast's surprise, the human swiftly transforms into his hybrid form and the predator quickly becomes prey. The Roc fights back but is defeated by the werewolf's strength and bone crunching bite. With the threat removed, the man goes back to his duties.

Whether you're a tracker, hunter or warrior, a werewolf harnesses the moon's power through bestial instincts, feral sense and devotion to ignite his fury and might into a force to be reckoned with.

BEAST OR MAN

Origins of the Werewolf or Lycanthrope, are filled with tales of murderous rage, unfathomed atrocities and nightmares. The humans were first to become slave to the curse. They could only embrace the monster or live alone and separate themselves far from all they knew and loved. The benign witch

THE WEREWOLF

Level	Proficiency Bonus	Features	Shapechanges	Wild Regeneration
1st	+2	Shapechange, Lunar Fury, Wild Regeneration	1	1d4
2nd	+2	Scent of Blood	1	1d4
3rd	+2	Werewolf Pack	2	1d6
4th	+2	Ability Score Improvement	2	1d6
5th	+3	Extra Attack, Call the Pack	2	1d8
6th	+3	Primal Strike, Pack Feature	3	1d8
7th	+3	Frenzy	3	1d10
8th	+3	Ability Score Improvement	3	1d10
9th	+4	Savage Critical	3	2d6
10th	+4	Swift Shift, Pack Feature	4	2d6
11th	+4	Survival Instincts, Extra Attack (2)	4	2d8
12th	+4	Ability Score Improvement	4	2d8
13th	+5	Maul	4	3d6
14th	+5	Thick Fur, Pack Feature	4	3d6
15th	+5	Ferocious Critical	5	3d8
16th	+5	Ability Score Improvement	5	3d8
17th	+6	Hunt Creature	5	4d6
18th	+6	Mangle	5	4d6
19th	+6	Ability Score Improvement	5	4d8
20th	+6	Leader of the Pack	Unlimited	4d8

whose broken heart blackened with the betrayal of her love, first created the monster out of revenge when she found him with another. Her curse would turn him into a beast that would not recognize the woman he loved and would use him to kill her for the torment and torture of his own soul. The curse enslaved the man to transform with the cycle of the moon, into an uncontrollable and ferocious wolf, killing everything in its wake. Though the bloodlust and uncontrollable hunger were a sentence of their own, their only escape was by a silver arrow to the heart. So we thought...

HARNESS THE FURY WITHIN

The folklore of a witch's curse is no more. The true reason lycanthropes lost control of themselves during

the moons glow was due to a demon known only as the Moon Lord. His madness twisted men's minds into a tool for his lust for blood and sacrifice. He had a perfect army of obedient warriors to champion his master plan of spreading chaos, misery and strife throughout the Forgotten Realms.

The Moon Lord's mission was temporarily suspended due to an unforeseen encounter with a group of holy warriors who sent him back to his hell plane wounded. During this temporary reprieve from his control, lycanthropes noticed a control over their bestial transformations, fury and actions. They noticed when changed, they had memories again. Something was different. Jorad Darkbreaker, a paladin captain had been at the fight with the Moon Lord and was a werewolf. He put the two and two together and began a crusade to band together

werewolves into packs and inform them of why and how to fight against this unwanted master. A sense of purpose and higher calling banded the lycanthropes into packs to rebel against and keep him in check. The new control they had now, they didn't want to lose and it was worth fighting for. A new faction was needed, the Moonwatch was formed. Their soul mission, to keep the Moon Lord in his hell plane and out of their heads.

Transforming is now a choice, and the once slave to the moon... becomes the master. Their new abilities allow them to change at will, retain: memory, morals and control of their emotions regardless of form or moon's phase. These changes have ignited a new type of hero. The moon still has an impact on the damage dealt, but it is not just dependent upon its phase, but the amount of energy the Lycanthrope can harness and channel. Instead of two forms, there are now three forms a werewolf can take: their original humanoid form; the feral wolf, and a hybrid. In all, retention of consciousness, personality and morality are present. As with any power, how it is used, is up to the individual and that being said, there may still be some whom are evil and embrace the feral monster for control, but for others, this new control is of epic proportion allowing all hero Lycanthrope to create a new name for themselves and use it to repent for the sins of their accursed past.

CREATING A WEREWOLF

When one is considering a werewolf as a class, there are several questions you should ask yourself such as: What is influencing your decision to welcome the beast into your soul? It is not a decision to make in haste or in a fleeting moment. Was a family member turned and lost before the cure was found and you long for retribution? Were you witness to a werewolf's attack when you were young and thirst for the same powerful victories to be used for benefit over the wretched? Or is it just the thrill of the hunt that sparks your interest? Do you simply wish to take part in the new quest to create a werewolf hero? Is it simply the ability to shapechange for advantage over your foe? Is it the regenerative traits you will gain making you even more formidable? Perhaps you lost

your family and are a lone nomad that wishes to join a pack to gain support and belonging? Maybe the enhanced skill set and senses gained to see the world differently and stay one step ahead of your enemy is what you seek? Maybe, it is the hunger to use the power and control over the moon to keep the darkness that threatens at bay?

Once you have envisioned the werewolf that you wish to be, the rest will come easy to you. Which pack fits you best, one of the packs of the four elements or maybe one from the packs of the hunt? Decisions are to be made, will you choose to harness the powers of an element for enhancement to win your battles or defeat your foes with the power of the beast within using attacks that utilize those predatory instincts? Transform your adventures!

QUICK BUILD

You can make a werewolf quickly by following these suggestions. First, put your highest ability score in Strength, followed by Dexterity and then Constitution. If you plan on using two one handed weapons instead of your natural weapons, you might want to put Dexterity as your highest score.

CLASS FEATURES

As a werewolf, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per werewolf level.

Hit Points at 1st Level: 6 + your Constitution modifier.

Hit Points at Higher Levels: 1d6(or 4) + your Constitution modifier per werewolf level after 1st

PROFICIENCIES

Armor: Light armor, medium armor

Weapons: Simple weapons, martial weapons and natural weapons (Fangs and claws)

Tools: None

Saving Throws: Strength, Dexterity

Skills: Choose two from Athletics, Intimidation, Nature, Perception, Stealth and Survival

EQUIPMENT

You start with the following equipment, in addition to

the equipment granted by your background:

- (a) a greataxe or (b) two short swords or (c) any martial melee weapon
- (a) a spear or (b) sling and 20 ammunition
- Leather armor and an explorer's pack

CURSE OF LYCANTHROPY

Choose an origin of the curse for your werewolf:

Curse Born. One or both of your parents are werewolves. Your curse can only be removed with a wish spell.

Curse Afflicted. You were afflicted with the curse of lycanthropy after being wounded by a werewolf. Be warned, if you wish to remain a werewolf avoid the remove curse spell. A remove curse spell can rid you of the curse and all your abilities as well. If this happens, you will have to choose a new class at level one.

Spreading the curse. A humanoid hit by an attack that carries the curse of lycanthropy must succeed on a Constitution saving throw (DC 8 + your proficiency bonus + your Constitution modifier) or be cursed.

SHAPECHANGE

As a bonus action on your turn you can shapechange into or out of wolf, hybrid or humanoid form. You can use this feature the number of times shown for your werewolf level in the Shapechanges column of the Werewolf table. You regain your charges after a short or long rest. You can remain in wolf or hybrid form for a number of hours equal to half your werewolf level (rounded down).

WOLF FORM

While in wolf form, the following rules apply:

- Your game statistics are replaced by the statistics of the wolf shown in the wolf form chart. You retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the wolf. If the wolf has the same proficiency as you and the bonus in its stat block is higher than yours, use the wolf's bonus instead of yours. If the wolf has any legendary or lair actions, you can't use them.

- When you transform, you assume the wolf's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in wolf form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.
- You can't cast spells, and your ability to speak or take any action that requires hands. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, that you've already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if the wolf form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your wolf form also has that sense.
- You choose whether your equipment falls to the ground in your space or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the wolf form to wear a piece of equipment, based on the wolf's shape and size. Your equipment doesn't change size or shape to match the wolf form, and any equipment that the wolf form can't wear must fall to the ground.

WOLF FORMS

Werewolf Level	Wolf Form
1-2	Wolf
3-8	Dire Wolf
9-12	Omega Wolf (see page 11)
13-17	Beta Wolf (see page 11)
18-20	Alpha Wolf (see page 11)

HYBRID FORM

Damage Resistance: While in hybrid form you have

resistance to bludgeoning, piercing, and slashing damage from non-magical weapons that aren't silvered.

Keen Senses: The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Natural Armor: While you are not wearing medium or heavy armor, you gain +1 bonus to AC.

Natural Weapons:

Bite (1d12): You make a single attack with your bite. You add your Strength modifier and Lunar Fury modifier to the piercing damage of the attack.

Claws (1d6): When you take the Attack action and attack with your claws, you can take a second attack with your offhand claws. You don't add your Strength modifier or Lunar Fury modifier to the slashing damage of the offhand attack, unless that modifier is negative.

Predatory Swiftness: As a bonus action while in hybrid form you can get down on all fours and run, your speed is increased by 25 feet.

Regenerate: If you lose any body members (fingers, legs, ears and so on) while in your hybrid form, you will completely regenerate the lost part 1 hour from when the loss occurred unless the damage was from a magical or silvered weapon.

All features are only usable in hybrid form unless noted

LUNAR FURY

The moon strengthens and drives you with its radiance. As the moon glows brighter... so does a werewolf's fury. Have the DM roll a d4 at the start of the adventure to determine which phase the moon is in. (*Campaign: keep track using moon phase cycle.*)

When you make a natural weapon attack using strength, you gain the bonus to damage roll that increases as you gain levels as a werewolf, as shown in the moon phase columns of the Lunar Fury table.

WEREWOLF LUNAR FURY

d4 Result	1	2	3	4
Werewolf Level	New Moon	Crescent Moon	Gibbous Moon	Full Moon
1-4	+0	+1	+2	+3
5-9	+0	+2	+3	+4
10-14	+0	+3	+4	+5
15-19	+0	+4	+5	+6
20	+0	+5	+6	+7

WILD REGENERATION

Beginning at 1st level, you can use your reaction (see page 190 in the PHB for reactions rules) to begin the uncanny healing process. When you do so, all damage except magical or silvered weapon damage or psychic damage is reduced by the die/ dice as shown in the Wild Regeneration column of the Werewolf table.

SCENT OF BLOOD

At 2nd level, you smell the blood of a wounded creature and it sends you into a lust for blood. When you hit a damaged creature with a melee attack, the creature takes an extra 1d6 damage. You can deal this extra damage only once per turn. Also, this creature can't disengage, hide or benefit from invisibility from you.

WEREWOLF PACK

At 3rd level, you choose to identify with a pack of werewolves: the Packs of the Four Elements or the Packs of the Hunt, both are detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th, 10th and 14th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class.

CALL THE PACK

Starting at 5th level, you can howl for aid from the spirits of lost pack mates. They take the form of four spectral wolves (use wolf stats p311 in the PHB) and appear in free spaces that you can see within 60 feet. This feature requires Concentration and lasts up to 1 hour. When this feature ends, you suffer one level of Exhaustion (see appendix A in the PHB).

A summoned wolf disappears when it drops to 0 hit points or when the feature ends.

The summoned wolves are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which have their own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The DM has the wolves' statistics.

At Higher Levels. When you use this feature at higher levels, more wolves appear: eight wolves at level 9, twelve wolves at level 13 and sixteen at level 17.

PRIMAL STRIKE

Starting at 6th level, your attacks in wolf or hybrid form count as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage.

THRASH

At 7th level, when you make a successful attack with your claws against one creature it also hits another chosen hostile creature within 5 feet for one half the damage of the initial hit.

SAVAGE CRITICAL

Starting at 9th level, your melee attacks score a critical hit on a roll of 19 or 20.

SWIFT SHIFT

At 10th level, your bestial instincts let you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a fireball spell by quickly shapechanging into wolf form (consumes one shapechange and you can not use if already in wolf form). When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

SURVIVAL INSTINCTS

Starting at 11th level, your primal fury can keep you fighting despite horrific wounds. If you drop to 0 hit

points while you're shapechanged and don't die outright, you drop to 1 hit point instead. You can't benefit from this feature again until you finish a short rest.

MAUL

Beginning at 13th level, while shapechanged, you can use a bonus action on your turn to knock a Large or smaller creature prone when you hit it with a melee attack.

THICK FUR

At 14th level, your fur is extra thick and gains resistance to acid, cold and fire damage.

FEROCIOUS CRITICAL

Starting at 15th level, your melee attacks score a critical hit on a roll of 18-20.

HUNT CREATURE

By 17th level, your tracking skills are so honed that no creature can elude you. If you have been within 30 feet of said creature within the last 24 hours or have an item they have touched, worn or used you can find them, as long as they are on your current plane.

MANGLE

Starting at 18th level, your melee attacks are so brutal they cause the creature to drop all weapons, shields and any other items they are holding. Their speed becomes 0 and it can't benefit from any bonus to its speed.

LEADER OF THE PACK

At 20th level, your presence is truly menacing. While in hybrid form you are considered a large creature. Your Strength and Dexterity scores increase by 4. Your maximum for those scores is now 24.

WEREWOLF PACKS

Werewolves have a need for a sense of brotherhood and belonging. They have personalities with interests, natural abilities and skills. When deciding on which pack they will join, there are two options. If one enjoys harnessing the natural energies surrounding them and using them to manipulate their own abilities, they will choose the Pack of the Four

Elements. If it is the thrill of using ones enhanced bestial abilities to track and outmaneuver their opponent, they will choose the Pack of the Hunt.

All packs use Wisdom as their spellcasting ability modifier.

PACKS OF THE FOUR ELEMENTS

For those who want to embrace and harness the power of the elements to energize their abilities. What element calls out to you or do you feel a special connection to? Does a fierce fire burn within, the bite of a bitter chill that excites or does the nature of the earth intoxicate you? Perhaps it is the raw instinctual hunger that calls to you. The powers of the elements have been used by many over time, but now they are perfected with the merging of the werewolf with its harnessing of the moon.

FLAMETOOTH PACK

The Flametooth pack is made up of werewolves who add the intensity of the flame to their fury. The Southern Deserts are home to this fiery pack. They have harnessed the power of the fire element.

SUMMER COAT

Beginning at 3rd level, your fur gains resistance to fire damage.

MOLTEN PAWS

At 3rd level, moving through sand or molten terrain costs you no extra movement.

FIRE HOWL

At 3rd level, you can use your action to howl flames from your mouth toward a creature within 60 feet. Make a ranged attack against the target. On a hit, it takes 1d10 fire damage.

The howl's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10) and 17th level (4d10).

FIERY STRIKE

At 6th level, your claws and fangs take on a fiery sharpness. You gain a +1 bonus to attack and damage rolls made with your claws or bite, which deal fire damage instead of previous damage type.

FLAMING STRIKE

Starting at 10th level, your claws become longer and sharper. You gain a +2 bonus to attack and damage rolls made with your claws or bite, which deal fire damage instead of slashing damage.

BLAZING TAIL

Upon reaching 14th level, you gain the ability to use your tail as a source for a special attack. You can use an action to cast the *Fire Shield* spell from it. You suffer one level of Exhaustion (see appendix A in the Player's Handbook) each time you use this feature.

FROSTMANE PACK

Werewolves of the Frostmane pack run cold and proud. The northern mountains are home to this hardy pack. They have harnessed the power of the water element and gain a most chilling advantage. The crisp air into the lungs, charges the howl of the beast. The snow showers fall on their backs and provide an icy armor as they walk on the frigid slush they are immune to.

WINTER COAT

Beginning at 3rd level, your fur gains resistance to cold damage.

SNOW PAWS

At 3rd level, moving through ice or snow terrain costs you no extra movement.

FROST HOWL

Starting at 3rd level, you can use your action to howl ice shards from your mouth toward a creature within 60 feet. Make a ranged attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 15 feet until the start of your next turn.

The howl's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8) and 17th level (4d8).

CHILL STRIKE

At 6th level, your claws and fangs take on an icy sharpness. You gain a +1 bonus to attack and damage rolls made with your claws or bite, which deal frost damage instead of previous damage type.

GLACIAL STRIKE

Starting at 10th level, your claws and fangs become longer and sharper. You gain a +2 bonus to attack and damage rolls made with your claws or bite, which deal frost damage instead of previous damage type.

ARCTIC TAIL

Upon reaching 14th level, you gain the ability to use your tail as a source for a special attack. You can use an action to cast the *Sleet Storm* spell from it. You suffer one level of Exhaustion (see appendix A in the Player's Handbook) each time you use this feature.

THORNHIDE PACK

The werewolves of the Thornhide pack run swiftly through the forest with grace and poise. Their blood carrying a poison. They have harnessed the earth element and use it with deadly results.

FALL COAT

Beginning at 3rd level, your fur gains resistance to poison damage.

BRIER PAWS

At 3rd level, moving through vines or thick brush terrain costs you no extra movement.

POISON HOWL

Starting at 3rd level, you can use your action to howl poison from your mouth toward a creature within 60 feet. The creature must make a Constitution saving throw or take 1d12 poison damage.

The howl's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12) and 17th level (4d12).

THORN STRIKE

At 6th level, your claws and fangs drip with poison. You gain a +1 bonus to attack and damage rolls made with your claws or bite, which deal poison damage instead of previous damage type.

TOXIC STRIKE

Starting at 10th level, your claws and fangs become longer and sharper. You gain a +2 bonus to attack and

damage rolls made with your claws or bite, which deal poison damage instead of previous damage type.

SPORE TAIL

Upon reaching 14th level, you gain the ability to use your tail as a source for a special attack. You can use an action to cast the *Stinking Cloud* spell from it. You suffer one level of Exhaustion (see appendix A in the Player's Handbook) each time you use this feature.

WINDPAW PACK

Werewolves of the Windpaw pack rumble across the plains with the intensity and fury of a great storm. Their mode changes on the quick and one never knows which they deal with, the peaceful or the fury. They have harnessed the air element.

SPRING COAT

Beginning at 3rd level, your fur gains resistance to lightning damage.

THUNDER PAWS

At 3rd level, moving through extreme wind or high altitudes costs you no extra movement.

LIGHTNING HOWL

Starting at 3rd level, you can use your action to howl lightning from your mouth toward a creature within 60 feet. Make a ranged attack against the target. On a hit, it takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

The howl's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8) and 17th level (4d8).

SHOCKING STRIKE

At 6th level, your claws and fangs crackle with light energy. You gain a +1 bonus to attack and damage rolls made with your claws or bite, which deal lightning damage instead of previous damage type.

FLASH STRIKE

Starting at 10th level, your claws and fangs become more longer and sharper. You gain a +2 bonus to attack and damage rolls made with your claws or bite, which deal lightning damage instead of previous damage type.

WIND TAIL

Upon reaching 14th level, you gain the ability to use your tail as a source for a special attack. You can use an action to cast the *Wind Wall* spell from it. You suffer one level of Exhaustion (see appendix A in the Player's Handbook) each time you use this feature.

PACKS OF THE HUNT

Some packs live for the thrill of the hunt. Primal instinct drives this pack and their feral nature begins with a haunting howl. The bestial hunger lingering deep within fed by victories using the inherent abilities of the wolf. The enhanced physique, ferocity and mastery of the senses makes this pack an arsenal of natural weaponry.

At 3rd level, when you join any pack of the hunt you gain the following features while in wolf or hybrid form.

SURVIVAL OF THE FITTEST

Your proficiency bonus is doubled when you make a survival skill check.

RAPID HUNT

You pursue your prey with enhanced speed. You can track other creatures while traveling at a fast pace, and you can move stealthily while traveling at a normal pace (see chapter 8 in the Player's Handbook for rules on travel pace).

SWIFTMOON PACK (ELF ONLY)

Werewolves of the Swiftmoon pack move swiftly and elegantly through the forest protecting nature's beauty. They prefer the majestic wolf forms as opposed to the hybrid form, but will do so when cornered. Enemies have little chance of escape from these masters of the pursuit.

FEY WOLF (WOLF FORM ONLY)

While in wolf form, you gain the following benefits if you aren't wearing medium or heavy armor:

- Your speed increases by 20 feet
- You gain +2 bonus to your AC.
- You can use *Misty Step*. You suffer one level of Exhaustion (as described in appendix A of the

Player's Handbook) each time you use this feature.

HAMSTRING

At 6th level, You bite at the legs of an enemy trying to flee the fight. You can use your reaction to hamstring an enemy trying to disengage or move away from you if the creature is within 5 feet. The target's speed is reduced by 20 and it can't benefit from any bonus to its speed.

HEROIC LEAP

At 10th level, you use your action to leap across the battlefield and bite. You can use your action to you jump toward a creature within 60 feet. If the target is a creature, it must succeed on a DC 15 Strength saving throw at disadvantage or be knocked prone. If the target is prone, it takes 1d6 bludgeoning damage and as a bonus action you can make one bite attack against it.

FERAL SENSE

By 14th level, your instincts are so sharp that you have advantage on initiative rolls, you gain a +3 to initiative and you can't be surprised while you are conscious.

GOREFANG PACK (HALF-ORC ONLY)

Werewolves of the Gorefang pack thrash brashly across the foothills they call home tracking enemies with a strong resolve. They love the crunch of an enemy's bones in their massive and powerful jaws. No matter the armor of their enemies, its no match for their bite.

TRAP JAW

Starting at 3rd level, you clamp down with your Bite attack onto the leg of one creature. On a successful hit, the creature must succeed on a DC 15 Dexterity saving throw or take an extra 1d4 piercing damage and stop moving. A creature can use its action to make a DC 15 Strength check, freeing itself or another creature within its reach on a success. Each failed check deals 1d4 piercing damage to the trapped creature, and on each of your turns, you can use your action to deal your Bite damage to the target automatically. The attack ends if you use your action to do anything else.

GO FOR THE THROAT

Beginning at 6th level, you can use your reaction to charge and attack a creature within 45 feet you can see casting a spell and on a successful hit, the victim is stunned until their next turn. If you are next to any enemies before charging, you provoke an opportunity attack with advantage. You can only use this once per turn and suffer one level of Exhaustion (see appendix A in the Player's Handbook).

IMPROVED TRAP JAW

At 10th level, your Trap Jaw is even more severe. Piercing damage increases to a 1d12 on initial bite and on each failed check.

IRON BITE

At 14th level, your bite is so fierce that it crunches through any non-silvered or magical armor. Upon a successful bite attack, Iron Bite grants all attacks advantage against that creature for 1 minute.

SLAUGHTERED LAMB PACK (HUMAN ONLY)

Werewolves of the Slaughter Lamb pack glide across the moors undetected as they pursue their prey with vigor and focus. They love the hunt and prefer the hybrid form, where their menacing presence is feared and respected. The human spirit merged with the ferocity of the wolf make for a perfect combination.

DIRE GROWL

At 3rd level, your growl strikes dread into your foes. When you use your attack action to growl, each creature that can hear you in a 15-foot cone originating from you must succeed on a DC 15 Charisma saving throw or become scared of you for 1 minute or until your Concentration is broken. Whenever a target that fails this saving throw makes an attack roll, casts a spell or saving throw before the Shapechange ends, the target must roll a d4 and subtract the number rolled from the attack roll, spell save DC or saving throw. You suffer one level of Exhaustion (as described in appendix A of the Player's Handbook) from using Dire Growl.

SWIPE (HYBRID ONLY)

Starting at 6th level, you can choose to attack with swipe and hit two targets with your first melee attack

as long as both targets are within 5 feet of you and next to each other. By doing this you forgo your defense, attack rolls against you have advantage until your next turn.

IMPROVED DIRE GROWL

At 10th level, your Dire Growl comes to its zenith. The target now must roll a d6 and subtract the number rolled from the attack roll, spell save DC or saving throw. You no longer suffer a level of Exhaustion from using it.

GREATER PACK TACTICS

At 14th level, you can use Pack Tactics while in your Hybrid form.

DARKSTALKERS PACK

Werewolves of the Darkstalkers pack pursue evil across any lands being defiled and will stop at nothing to bring justice to all unwelcome creatures of darkness. Most of the pack is made up of holy warriors that believe the curse upon them is a gift to execute vengeance on the unholy filth. Their pack leader, Jorad Shadowbreaker was the first to realize the connection to a demon known only as the Moon Lord. Creatures of the dark can not hide for long when a darkstalker is near... retribution awaits.

SHINY COAT

Beginning at 3rd level, your fur gains resistance to necrotic damage.

RADIANT PAWS

At 3rd level, you can move across water as if it were harmless solid ground.

DIVINE HOWL

You can use your action to shoot a ray of pure light from your mouth toward a creature within 60 feet. Make a ranged attack against the target. On a hit, it takes 1d8 radiant damage. The target gains no benefit from cover for this attack.

The howl's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8) and 17th level (4d8).

SUN STRIKE

At 6th level, your claws and fangs shine with radiant light. You gain a +1 bonus to attack and damage rolls made with your claws or bite, which deal radiant damage instead of previous damage type.

SACRED STRIKE

Starting at 10th level, your claws and fangs become longer and sharper. You gain a +2 bonus to attack and damage rolls made with your claws or bite, which deal radiant damage instead of previous damage type.

UNHOLY TRACKING

By 14th level, as an action, you can smell the rot of undead, brimstone of a fiend or stench of an aberration. Until the end of your next turn, you know the location of any aberration, fiend or undead within 120 feet of you that is not behind total cover. You know the type (aberration, fiend or undead) of any being whose presence you smell, but not identity unless you have encountered them within the last 24 hours.

WOLF FORMS

OMEGA WOLF

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	15 (+2)	6 (-2)	13 (+1)	8 (-1)

Skills Perception +5, Stealth +4

Senses passive Perception 15

Languages —

Challenge 3 (700 XP)

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

BETA WOLF

Huge beast, unaligned

Armor Class 15 (natural armor)

Hit Points 76 (8d12 + 24)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	18 (+4)	6 (-2)	13 (+1)	10 (+0)

Skills Perception +6

Senses passive Perception 15

Languages —

Challenge 4 (1,000 XP)

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

ALPHA WOLF

Huge beast, unaligned

Armor Class 16 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	21 (+5)	8 (-1)	14 (+2)	12 (+1)

Skills Perception +7

Senses passive Perception 17

Languages —

Challenge 6 (2,300 XP)

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Call the Pack. You can howl for aid from your pack. Four omega wolves appear in free spaces that you can see within 60 feet. This feature requires Concentration and lasts up to 1 hour.



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Special Thanks to my Pack: My mate Jennifer for her writing help and support and my two pups, Gavin & Xander. A shout out to Roberto G, Tommy F, Justin D, Cody T, Lawrence E, Giuseppe N, Jeff D, Frank B & Garret D from the DMG community for catching some errors and features that needed editing and rewording... thanks!