



5E MENAGERIE

HOWL AT THE MOON



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INTRODUCTION

LYCANTHROPES ABOUT!

Welcome to *Howl at the Moon*, 5e conversion of the seventh in our Monster Menagerie line of monster books. Each volume in this line presents a small set of monsters tied to a single theme, but spread over a range of challenge levels. For *Howl at the Moon* that theme is weremonsters and shapechangers more exotic than the typical werewolf or wererat. In addition to playing with less common choices, we've made an effort to find iconic weremonsters for various environments. Within these pages you will find a wide assortment of creatures that fear silver, from the swamp's wrefrog to the ocean's wereorca and finally the monstrous therianthropic beast.

Because weremonsters are shapechangers, most of these entries include two stat blocks: one for the creature's humanoid (or monstrous humanoid) form, and another for its hybrid form.

We're confident that you'll find something useful in this, our seventh Monster Menagerie. Now draw your silvered blade, and ready yourself for the onslaught! The wereowls are circling overhead, the werescorpions are skittering in from across the desert, and the weretyrannosaurus is in a rage!

Owen K.C. Stephens
Winter 2016

5E MENAGERIE

An ape-bodied beast charges forward. Its arms are long, with oversized, humanlike hands. Its skull is a disturbing mix of wolf and man, and it seems barely covered in a thin layer of skin. Its body has patches of short wiry hair and areas of scales. A heavy tail drags behind it.

THERIANTHROPIC BEAST

Large monstrosity, chaotic evil

Armor Class 19 (natural)

Hit Points 263 (25d10+125)

Speed 40 ft., climb 30ft.

STR 19	DEX 15	CON 21	INT 14	WIS 17	CHA 18
(+4)	(+2)	(+5)	(+2)	(+3)	(+4)

Skills Perception +8, Stealth +8

Damage Immunities bludgeoning, piercing, and slashing damage from weapons that aren't silvered

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned

Senses blindsight 30ft., darkvision 60 ft., passive Perception 25

Languages Abyssal, Common, Sylvan

Challenge 19 (22,000xp)

Beast Empathy. The theranthropic beast can cast animal friendship at will (Wisdom save DC 19).

Control Lycanthrope. The therianthrope beast can use its action to attempt to control any lycanthrope that it can see. The target must succeed on a DC 19 Charisma saving throw or become charmed. The beast has a telepathic link to all lycanthropes it has charmed and may issue commands through the link as a bonus action. Charmed lycanthropes must obey to the best of their ability. A charmed lycanthrope can attempt a new save each time it completes a long rest.

Keen Senses. The therianthrope beast gains advantage on Wisdom (Perception) checks that rely on hearing or smell.

Magic Resistance. The therianthrope beast gains advantage on saves against spells and spell-like abilities.

Shapechanger. The theranthropic beast can use its action to assume the hybrid or animal form of any type of lycanthrope whose blood it has tasted, or that of any Small, Medium, or Large beast it has consumed.

ACTIONS

Multiattack. The therianthrope beast makes four attacks: two with its claws, one with its bite, and one with its tail.

Claw. Melee Weapon Attack: +10 to hit, reach 10ft., one target. *Hit:* 13 (2d8+4) slashing damage. The therianthrope beast's claw attacks are considered both magical and silvered.

Bite. Melee Weapon Attack: +10 to hit, reach 10ft., one target. *Hit:* 15 (2d10+4) piercing damage. The therianthrope beast's bite attack is considered both magical and silvered. If the target is a humanoid, celestial, fiend, or monstrosity it must succeed on a DC 19 Constitution saving throw or contract a form of lycanthropy based on the form the therianthrope beast is currently in.

Tail. Melee Weapon Attack: +10 to hit, reach 15ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage. If the target is Huge or smaller, it must make a DC 19 Strength saving throw or be knocked prone.

Therianthrope beasts are a horrifying mix of humanoid and beast, originally spawned from an Abyssal layer populated by fiendish animals and lycanthropes. They are not demons, although they are just as evil and destructive. Therianthrope beasts see themselves as natural alphas to all werebeasts, and they seek to unite them into massive marauding packs.

Therianthrope beasts hunt nearly any creature simply for the challenge. They use their pack of controlled lycanthropes to distract, confuse, and soften up their target, before moving in for the kill. Their pride drives them to meet nearly any challenge, although they flee if badly outmatched. Therianthrope beasts view humanoids as weak cattle that exist only to serve as food or to be "remade" with the gift of lycanthropy. It is rumored that some ancient therianthrope beasts can inflict the curse of lycanthropy onto other types of creatures, leading packs of shapeshifted demons and aberrations across the planes.

HOWL AT THE MOON



5E MENAGERIE

*A lean reptilian humanoid sprints in your direction.
A massive claw dominates each of its feet.*

WEREDEINONYCHUS

Medium humanoid (human, shapechanger), neutral evil

Armor Class 12 in humanoid form, 13 (natural armor) in deinonychus or hybrid form

Hit Points 78 (12d8+24)

Speed 30 ft., (40 ft. in deinonychus or hybrid form)

STR 14	DEX 15	CON 14	INT 10	WIS 15	CHA 10
(+2)	(+2)	(+2)	(+0)	(+2)	(+0)

Saving Throws Dex +6

Skills Perception +4



Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses darkvision 60 ft., passive Perception 14

Languages Common (can't speak in deinonychus form)

Challenge 4 (1,100xp)

Shapechanger. The weredeinonychus can use its action to polymorph into a deinonychus-hybrid or into a deinonychus, or back into its true form, which is humanoid. Its statistics, other than the changes noted, are the same for each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Pounce (Deinonychus or Hybrid Form Only). If the weredeinonychus moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength save or be knocked prone. If the target is prone, the weredeinonychus can make one bite attack against it as a bonus action.

ACTIONS

Multiattack. The weredeinonychus makes two attacks, only one of which can be with its bite.

Battleaxe (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 7 (1d8+2) slashing damage.

Longbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 8 (1d10+2) piercing damage.

Bite (Deinonychus or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 7 (1d8+2) piercing damage. If the target is humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with weredeinonychus lycanthropy.

Claw (Deinonychus or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 8 (1d10+2) slashing damage.

Weredeinonychus are highly social pack hunters, herding prey and ripping it into bloody chunks. In their humanoid form, they frequently travel from village to village along wilderness frontiers. They tend to be rowdy guests, and before they leave at least one townsfolk is found in pieces.

Weredeinonychus enjoy the thrill of chasing intelligent prey, letting fear spice the flesh. They know every inch of their local terrain, and they run their prey into natural traps and deadfalls.

HOWL AT THE MOON

A grotesque frog humanoid slithers out of the stagnant waters, its bulging eyes gaze at you with horrifying intelligence.

WEREFROG

Medium humanoid (boggard, shapechanger), chaotic evil

Armor Class 10 in humanoid form, 12 (natural armor) in giant frog or hybrid form

Hit Points 72 (11d8+22)

Speed 30 ft., (climb 20 ft., swim 30 ft. in giant frog or hybrid form)

STR 15	DEX 11	CON 14	INT 8	WIS 13	CHA 8
(+2)	(+0)	(+2)	(-1)	(+1)	(-1)

Skills Stealth +4

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses passive Perception 11

Languages Common (can't speak in giant frog form)

Challenge 3 (700xp)

Amphibious. The werewolf can breathe air and water.

Shapechanger. The werewolf can use its action to polymorph into a frog-hybrid or into a giant frog, or back into its true form, which is humanoid. Its statistics, other than the changes noted, are the same for each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Standing Leap. The werewolf in hybrid or giant frog form can long jump up to 20 feet and high jump up to 10 feet, with or without a running start.

Sure-Footed. The werewolf may ignore the extra movement penalty when moving through nonmagical difficult terrain.

ACTIONS

Morningstar (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 6 (1d6+2) piercing damage.

Spear (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 7 (1d8+2) piercing damage.

Bite (Giant Frog or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 7 (1d8+2) piercing damage and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the werewolf can't bite another target. If the target is humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Werewolves are primitive creatures that are often found within boggard clans, and more rarely, lizardfolk. Werewolves rarely seek to rule over an area, but do like to be given respect and deference. They are less likely to be the king of a tribe than the king's bodyguard. They are mostly loyal for as long as they are well fed.

Boggards view werewolves with fascination; other races tend to have a much dimmer view of the lazy creatures. Old tales speak of swamp fisherfolk coming out from the fetid waterways . . . changed. These unfortunates rarely pass on their curse and are content to skulk around the edges of fishing villages.



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The towering figure has gleaming black and white skin, powerful arms, and the elongated head of a killer whale, with a mouth lined with interlocking, conical teeth.

WEREORCA

Huge giant (shapechanger), chaotic evil

Armor Class 16 (patchwork armor or natural)

Hit Points 150 (12d12+72)

Speed 40 ft. (swim 80 ft. in hybrid or orca form)

STR 23	DEX 10	CON 23	INT 10	WIS 14	CHA 13
(+6)	(+0)	(+6)	(+0)	(+2)	(+1)

Saving Throws Con +9, Wis +6, Cha +5

Skills Perception +6

Damage Immunities cold; bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses blindsight 120 ft., passive Perception 16

Languages Giant (can communicate only with other marine mammals in orca form)

Challenge 10 (5,900xp)

Echolocation. The wereorca can't use its blindsight while deafened.

Hold Breath.

The wereorca can hold its breath for 30 minutes.

Keen Hearing.

The wereorca has advantage on Wisdom (Perception) checks that rely on hearing.



Shapechanger. The wereorca can use its action to polymorph into an orca-hybrid or into an orca, or back into its true form, which is that of a frost giant. Its statistics, other than the changes noted, are the same for each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Multiattack. The wereorca makes two attacks, only one of which can be a stunning blast.

Greataxe (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 25 (3d12+6) slashing damage.

Rock (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +10 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10+6) bludgeoning damage.

Bite (Hybrid or Orca Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (2d12+6) piercing damage. If the target is a Large or larger giant or humanoid, it must succeed on a DC 16 Constitution saving throw or be cursed with wereorca lycanthropy.

Slam (Hybrid or Orca Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 23 (3d10+6) bludgeoning damage. If the wereorca moves at least 20 feet before making a slam attack, the target must succeed on a DC 16 Strength saving throw or be knocked prone.

Sonic Burst (Hybrid or Orca Form Only; Recharge 5-6). The wereorca emits an intense echolocation pulse in a 15-foot cone. Creatures in the area must make a DC 16 Constitution save, taking 36 (8d8) thunder damage and becoming stunned until the end of their next turn on a failed save. On a successful save, creatures take half damage and are not stunned.

Wereorcas arise almost exclusively among coastal dwelling frost giant tribes. Most tribes slay or cast out the lycanthropes, who gather in fierce pods that assault both shipping lanes and coastal settlements, including their former tribes.

They take what plunder they can carry, and feed upon the flesh of their victims.

A wereorca stands 21 feet tall and weighs 5,000 pounds, with a thick layer of blubber even in giant form.

Wereorcas believe in their physical power, damaging boats and buildings for no other reason than that they can. They get frustrated easily and rarely try to think through problems.

HOWL AT THE MOON

An owl glides silently from the canopy of night. You realize too late that the large creature's eyes hold the gleam of intelligence, and malice.

WEREOWL

Medium humanoid (elf, shapechanger), neutral

Armor Class 15 (leather) in humanoid form, 15 (natural armor) in giant owl and hybrid forms

Hit Points 90 (10d8)

Speed 35 ft. (fly 60ft. in Hybrid or Giant Owl Form)

STR 12	DEX 18	CON 10	INT 14	WIS 19	CHA 15
(+1)	(+4)	(+0)	(+2)	(+4)	(+2)

Skills Perception +6, Stealth +10

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages Common, Elven, Sylvan (cannot speak in giant owl form)

Challenge 7 (2,900xp)

Echolocation. The wereowl can't use its blindsight while deafened.

Flyby. The wereowl does not provoke opportunity attacks when it flies out of an enemy's reach.



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Keen Hearing and Sight. The wereowl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Shapechanger. The wereowl can use its action to polymorph into an owl-hybrid or into a giant owl, or back into its true form, which is that of a wood elf. Its statistics, other than the changes noted, are the same for each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Spellcasting. The wereowl is a 12th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with attacks). The wereowl may cast *detect thoughts* at will and has the following spells prepared:

Cantrips (at will): *druidcraft, chill touch, guidance, spare the dying*

1st level (4 slots): *command, detect magic, identify, thunderwave*

2nd level (3 slots): *animal messenger, augury, locate animals or plants, locate object, moonbeam, suggestion*

3rd level (3 slots): *conjure animals, nondetection, feign death, speak with dead*

4th level (3 slots): *arcane eye, confusion, locate creature*

5th level (2 slots): *commune with nature, legend lore, reincarnate, scrying*

6th level (1 slot): *heal*

ACTIONS

Multiattack. The wereowl makes two attacks.

Bite (Giant Owl or Hybrid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 10 (1d8+4) piercing damage. If the target is humanoid, it must succeed on a DC 15 Constitution saving throw or be cursed with wereowl lycanthropy.

Blessed Sickle (Humanoid or Hybrid Form Only).

Melee Weapon Attack: +8 to hit, reach 5 ft., one target.

Hit: 10 (1d6+6) slashing damage, plus 6 (1d10) radiant damage. Attacks made with the blessed sickle are considered both magical and silvered.

Longbow (Humanoid or Hybrid Form Only).

Ranged Weapon Attack: +8 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8+4) piercing damage.

Talons (Giant Owl or Hybrid Form Only). *Melee*

Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

Those blessed, or cursed, with wereowl lycanthropy gain a deep connection to the natural world and divine insight into the workings of fate. Many wereowls, even those that lean toward good, find living within their family communities painful as they watch the destinies of their friends and loved ones unfurl before them. As such, wereowls tend to move to the edges of their former homes, seeking refuge in solitude.

Both their isolation and insights make them fuel for legends, and wereowls are often sought out by adventurers for advice, insight, and blessings. Unfortunately, though some wereowls retain the good nature of their elven heritage, others go mad from their sudden and unnerving connection to the universe, making them dangerous hunters who can see their prey's moves long before the prey does.

HOWL AT THE MOON

A nightmarish humanoid crawls from the shadows and stands before you. It is covered with an armored carapace, and its long arms end in pincers. A powerful set of humanlike arms extends from below the pincers. It possesses a segmented tail, set with a wicked stinger.

WERESCORPION

Large giant (shapechanger), chaotic evil

Armor Class 11 (hide in humanoid form); 13 (natural in hybrid or giant scorpion form)

Hit Points 85 (10d10+30)

Speed 40 ft.

STR 20	DEX 10	CON 17	INT 6	WIS 12	CHA 10
(+5)	(+0)	(+3)	(-4)	(+1)	(+0)

Saving Throws Con +5

Damage Resistances poison

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Condition Immunities poisoned

Senses darkvision 60 ft., tremor sense 60 ft., passive Perception 11

Languages Common, Giant (cannot speak in giant scorpion form)

Challenge 4 (1,100xp)

Shapechanger. The werescorpion can use its action to polymorph into a scorpion-hybrid or into a giant scorpion, or back into its true form, which is that of an ogre. Its statistics, other than the changes noted, are the same for each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Multiattack. The werescorpion makes two attacks, only one of which can be with its sting.

Greatclub (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 19 (4d6+5) bludgeoning damage.

Javelin (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +7 to hit, range 40/120 ft., one target. *Hit:* 14 (2d8+5) piercing damage.

Sting (Giant Scorpion or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 14 (2d8+5) piercing damage, plus 11 (2d10) poison damage. If the target is a giant or humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with werescorpion lycanthropy.

Claw (Giant Scorpion or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d10+5) slashing damage and if the target is Medium or smaller, it is grappled (escape DC 15). Until this grapple ends, the target is restrained and the werescorpion may not make another attack with that claw.

Werescorpions are brutish creatures, no matter what race they spring from, and the ones born from ogres are exceptionally so. They move with more grace than their brethren and lack even an ogre's scant social skills. They tend to be loners, skulking around the edges of their tribe, and acting as a well paid, if feared, assassins.

Werescorpions are unusual among lycanthropes in that they don't pass their curse on by biting, instead damning others through their ^{sting}sting.



5E MENAGERIE

This massive beast has a huge, well-muscled head, armed with dagger-sized teeth, and powerful arms that carry a heavy sword.

WERETYRANOSAURUS

Huge giant (shapechanger), chaotic evil

Armor Class 16 (scale male in humanoid form); 14 (natural in hybrid or tyrannosaurus form)

Hit Points 207 (18d12+90)

Speed 50 ft., swim 50 ft.

STR 29	DEX 14	CON 20	INT 12	WIS 18	CHA 18
(+9)	(+0)	(+3)	(+1)	(+4)	(+4)

Saving Throws Str +14, Con +10, Wis +9, Cha +9

Skills Arcana +6, Athletics +14, Perception +9

Damage Resistances cold

Damage Immunities lightning, thunder, bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses darkvision 60 ft., passive Perception 19

Languages Common, Giant (cannot speak in giant scorpion form)

Challenge 14 (11,500xp)



Amphibious. The weretyrannosaurus can breathe air and water.

Innate Spellcasting. The weretyrannosaurus' innate spellcasting ability is Charisma (spell save DC 17). The weretyrannosaurus can innately cast the following spells without requiring components:

At will: *detect magic, feather fall, levitate, light*
3/day each: *control weather, water breathing*

Shapechanger. The weretyrannosaurus can use its action to polymorph into a tyrannosaurus-hybrid or a tyrannosaurus, or its true form, which is a storm giant. Its statistics, other than the changes noted, are the same in each form. Any equipment it's wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Multiattack. The weretyrannosaurus makes two attacks, only one of which can be with its bite.

Greatsword (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 30 (6d6+9) slashing damage.

Rock (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +14 to hit, range 60/240 ft., one target. *Hit:* 35 (4d12+9) bludgeoning damage.

Bite (Tyrannosaurus or Hybrid Form Only). *Melee Weapon Attack:* +14 to hit, reach 10ft., one target. *Hit:* 35 (4d12+9) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 17). Until the grapple ends, the target is restrained and the weretyrannosaurus can't bite another target. If the target is a Large or larger humanoid or giant, it must succeed on a DC 17 Constitution saving throw or be cursed with weretyrannosaurus lycanthropy.

Lightning Strike (Recharge 5-6, Storm Giant or Hybrid Form Only). The weretyrannosaurus hurls a lightning bolt at a point it can see within 500 ft. Each creature within 10 ft. of the target point must succeed on a DC 17 Dexterity saving throw or take 54 (12d8) lightning damage, or half damage on a successful save.

Weretyrannosaurus are extremely rare creatures as giants are typically the only creatures able to support the curse. Within the race of storm giants, weretyrannosaurus tend to be carefully watched by outsiders. If they can keep their savage nature in check, they are champions on the battlefield. Much more often they are seen as destructive forces of nature, like the most violent and unpredictable of storms.

HOWL AT THE MOON

This bestial humanoid has dark fur, streaked with white. Its claws are massive, and its teeth gleam in the dusk.

WEREWOLVERINE

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 12 in humanoid form, 13 (natural armor) in wolverine or hybrid form

Hit Points 78 (12d8+24)

Speed 30 ft., (40 ft. in deinonychus or hybrid form)

STR 16	DEX 13	CON 18	INT 10	WIS 15	CHA 10
(+3)	(+1)	(+4)	(+0)	(+2)	(+0)

Saving Throws Con +6

Skills Perception +4

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses darkvision 60 ft., passive Perception 14

Languages Common (can't speak in wolverine form)

Challenge 4 (1,100xp)

Shapechanger. The werewolverine can use its action to polymorph into a wolverine-hybrid or into a wolverine, or back into its true form, which is humanoid. Its statistics, other than the changes noted, are the same for each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Smell. The werewolverine gains advantage on Wisdom (Perception) checks that rely on smell.

Undying Rage (Recharges after a Short or Long Rest). If the werewolverine takes 15 damage or less that reduces it to 0 hit points, it is instead reduced to 1 hit point. When undying rage is triggered, the werewolverine gains advantage on melee attack rolls for 1 minute, and opponents gain advantage on melee attack rolls against the werewolverine for 1 minute.

ACTIONS

Multiattack. The werewolverine makes two attacks, only one of which can be with its bite.

Battleaxe (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 8 (1d8+3) slashing damage.

Bite (Wolverine or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 8 (1d8+3) piercing damage. If the target is humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolverine lycanthropy.

Claw (Wolverine or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 9 (1d10+3) slashing damage.

Werewolverines haunt the deep forests, feeding on anything that crosses their paths. They think nothing of attacking much larger predators to chase them off a kill. They boldly assault even large groups of humanoids, unless they have obvious silver or magic weapons. If they feel outclassed, they set up well-planned ambushes.

Werewolverines pair up only once a year to breed and raise their young. Even then, they cannot share food and fight violently among themselves.



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