

Wereboar, Halfling Berserker

Small humanoid (halfling, shapechanger), neutral evil

Armor Class 14 in humanoid form (hide), 13 in boar form (natural), 15 in hybrid form (hide and natural)

Hit Points 78 (12d6 + 36)

Speed 25 ft. (40 ft. in boar form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Skills Perception +1

Damage Resistances poison

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

Senses passive Perception 11

Languages Common and Halfling (can't speak in boar form)

Challenge 5 (1,800 XP)

Polymorph. The wereboar can use its action to polymorph into a boar-humanoid hybrid or into a boar, or back into its true form which is humanoid. Its statistics, other than its AC and speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Brave. The wereboar has advantage on all saving throws against being frightened.

Charge (Boar or Hybrid Form Only). If the wereboar moves at least 15 feet straight towards a target and then hits it with its tusks on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Lucky. When the wereboar rolls a 1 on an attack roll, ability check, or saving throw, it can reroll the die and must use the new roll.

Reckless. At the start of its turn, the wereboar can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Relentless (Recharges after a Short or Long Rest). If the wereboar takes 14 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Stout Resilience. The wereboar has advantage on saving throws against poison.

Actions

Multiattack (Halfling or Hybrid Form Only). The wereboar makes two attacks, only one of which can be with its tusks.

Warhammer (Halfling or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage.

Tusks (Boar or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with wereboar lycanthropy.

Wererat, Elf

Medium humanoid (elf, shapechanger), lawful evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 35 ft. (30 ft. in rat form)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	11 (+0)	8 (-1)

Skills Perception +4, Stealth +4

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

Senses darkvision 60 ft., passive Perception 14

Languages Common and Elvish (can't speak in rat form)

Challenge 2 (450 XP)

Polymorph. The wererat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form which is humanoid. Its statistics, other than its size and speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Fey Ancestry. The wererat has advantage on saving throws against being charmed and magic cannot put it to sleep.

Keen Smell. The wererat has advantage on Wisdom (Perception) checks that rely on smell.

Mask of the Wild. The wererat can attempt to hide even when it is only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Actions

Multiattack (Elf or Hybrid Form Only). The wererat makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

Rapier (Elf or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Longbow (Elf or Hybrid Form Only). *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Wererat, Elf Mage

Medium humanoid (elf, shapechanger), lawful evil

Armor Class 12 (15 with mage armor)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Perception +4, Stealth +4

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

Senses darkvision 60 ft., passive Perception 14

Languages Common, Dwarvish, Elvish, Gnomish, and Halfling (can't speak in rat form)

Challenge 7 (2,900 XP)

Polymorph. The wererat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Fey Ancestry. The wererat has advantage on saving throws against being charmed and magic cannot put it to sleep.

Keen Smell. The wererat has advantage on Wisdom (Perception) checks that rely on smell.

Spellcasting (Elf and Hybrid Form Only). The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spell prepared:

Cantrips (at will): *acid splash*, *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *lightning bolt*

4th level (3 slots): *blight*, *greater invisibility*

5th level (1 slot): *cone of cold*

Actions

Multiattack (Elf or Hybrid Form Only). The wererat makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

Dagger (Elf or Hybrid Form Only). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Wererat, Halfling

Small humanoid (halfling, shapechanger), lawful evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 25 ft. (30 ft. in rat form)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	11 (+0)	8 (-1)

Skills Perception +2, Stealth +4

Damage Resistances poison

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

Senses darkvision 60 ft. (rat form only), passive Perception 12

Languages Common and Halfling (can't speak in rat form)

Challenge 2 (450 XP)

Polymorph. The wererat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form which is humanoid. Its statistics, other than its speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Brave. The wererat has advantage on all saving throws against being frightened.

Keen Smell. The wererat has advantage on Wisdom (Perception) checks that rely on smell.

Lucky. When the wererat rolls a 1 on an attack roll, ability check, or saving throw, it can reroll the die and must use the new roll.

Stout Resilience. The wererat has advantage on saving throws against poison.

Actions

Multiattack (Halfling or Hybrid Form Only). The wererat makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

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

Shortbow (Halfling or Hybrid Form Only). *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Werespider

Medium humanoid (elf, shapechanger), neutral evil

Armor Class 14 in humanoid form, 15 in spider or hybrid form

Hit Points 71 (11d8 + 22)

Speed 30 ft. (climb 30 ft. in spider or hybrid form)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	14 (+2)	11 (+0)	13 (+1)	12 (+1)

Saving Throws Dex +7, Con +5, Wis +4

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

Skills Perception +4, Stealth +10

Senses darkvision 120 ft., passive perception 14

Languages Elvish, Undercommon (can't speak in spider form)

Challenge 5 (1,800 XP)

Fey Ancestry. The werespider has advantage on saving throw against being charmed, and magic can't put it to sleep.

Innate Spellcasting (Humanoid or Hybrid Form Only). The werespider's spellcasting ability modifier is Charisma (spell save DC 12). It can innately cast the following spells.

At will: *dancing lights*

1/day: *darkness*, *faerie fire*, *levitate* (self only)

Shapechanger. The werespider can use its action to polymorph into a spider-humanoid hybrid or into a giant spider, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Spider Climb (Spider or Hybrid Form Only). The werespider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Sensitivity. While in sunlight, the werespider has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Web Sense (Spider or Hybrid Form Only). While in contact with a web, the werespider knows the exact location of any other creature in contact with the same web.

Web Walker (Spider or Hybrid Form Only). The werespider ignores movement restrictions caused by webbing.

Actions

Multiattack. The werespider makes two attacks: two with its shortsword or one with its bite and shortsword.

Bite (Spider or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way. If the target is a humanoid, it must succeed on a second DC 13 Constitution saving throw or be cursed with werespider lycanthropy.

Shortsword (Humanoid or Hybrid Form Only). *Melee Weapon*

Attack: +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) poison damage.

Hand Crossbow (Humanoid or Hybrid Form

Only). *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Web (Spider or Hybrid Form Only). *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one target. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 11 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Reactions

Parry (Humanoid or Hybrid Form Only). The werespider adds 3 to its AC against one melee attack that would hit it. To do so, the werespider must see the attacker and be wielding a melee weapon.

Werespider Template

See "Player Characters as Lycanthropes" on page 207 of the Monster Manual.

Werespider. The character gains a Dexterity of 19 if his or her score isn't already higher, and a +1 bonus to AC while in spider or hybrid form (from natural armor). Attack and damage rolls for the natural weapons are based on Dexterity. For the poison of the werespider's bite attack the DC is 8 + the character's proficiency bonus + Constitution modifier. For the Web trait the DC is 8 + the character's proficiency bonus + Strength modifier.

Werewolf, Elf

Medium humanoid (elf, shapechanger), chaotic evil

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

Hit Points 58 (9d8 + 18)

Speed 35 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +4, Stealth +4

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

Senses darkvision 60 ft. (elf and hybrid form only), passive Perception 14

Languages Common and Elvish (can't speak in wolf form)

Challenge 3 (700 XP)

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

Fey Ancestry. The werewolf has advantage on saving throws against being charmed and magic cannot put it to sleep.

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

Mask of the Wild. The werewolf can attempt to hide even when it is only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Actions

Multiattack (Elf or Hybrid Form Only). The werewolf makes two attacks, only one of which can be a bite.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Greatsword (Elf or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Longbow (Elf or Hybrid Form Only). *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.