

INANIMIS' GUIDE TO LYCANTHROPY



Stats for the various Werekinds in D&D
and ways to implement a Werekind in your Campaign



LYCANTHROPE



lycanthropes are creatures that are not *greatly* explored in D&D. This homebrewery gives you a take to a race and offers unique options. A Lycanthrope is not just a Werewolf.

HOW TO BECOME A LYCANTHROPE

You were bitten by a Were-kind creature. This can be either a Werewolf, a Werebear, a Weretiger, a Wereboar or a Wererat. At some point in your life you were bitten by a Werekind. Each one of the aforementioned Werekinds has a Constitution Saving Throw DC to resist the Lycanthropy. This changed a lot. Being a Werekind creature comes with a price. We will talk about this later on this guide.

LYCANTHROPE TRAITS

First you have to decide what kind of a Werekind turned you. Choose one of the following. **You can turn to a Werekind, only once per long rest.**

WEREWOLF LYCANTHROPY

Werewolves are creatures that combine stealthiness with ferocity.

Ability Score Increase: Your Strength score and your Dexterity score increase by 1.

Werewolf's Bite: You can use your *Bite* attack. To attack, roll a d20 and add your Dexterity *or* Strength modifier. The damage is 1d8 + your *Power of the Pack* bonus. On an attack, the target must succeed on a Constitution Saving throw (DC = 10 + your *Power of the Pack* bonus). On a fail the target suffers *Werewolf Lycanthropy*. On a success the target cannot be affected again for the day.

Power of the Pack: When one of your targets fail the roll against your *Werewolf's Bite*, your *Power of the Pack* bonus increases by 1. It starts on 0. It maxes out when it is 10.

Darkvision: You have 60 feet Darkvision.

Smell of the Prey: You have *Advantage* on any checks that involve you tracking targets that are wounded and on your *Stealth* checks while searching for a target.

WEREWOLF

Medium creature, Lawful Evil

Armor Class 13 (Natural)

Hit Points 42 (10d8 + 2)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	13 (+1)	Same	Same	Same

WEREBEAR LYCANTHROPY

Werebears are creatures that combine strength and constitution.

Ability Score Increase: Your Constitution score and your Strength score increase by 1.

Werebear's Bite: You can use your *Bite* attack. To attack, roll a d20 and add your Dexterity *or* Strength modifier. The damage is 1d12 + your *Power of the Pack* bonus. On an attack, the target must succeed on a Constitution Saving throw (DC = 10 + your *Power of the Pack* bonus). On a fail the target suffers *Werebear Lycanthropy*. On a success the target cannot be affected again for the day.

Power of the Pack: When one of your targets fail the roll against your *Werebear's Bite*, your *Power of the Pack* bonus increases by 1. It starts on 0. It maxes out when it is 10.

Darkvision: You have 60 feet Darkvision.

Growl: You can use your action to unleash a ferocious *Growl*. Every enemy in a 20 feet radius must make a Wisdom Saving Throw (DC = 10 + your *Power of the Pack* bonus). If failed the enemies have to attack the Werebear. If they attack anyone else, they make the attack with *Disadvantage*.

WEREBEAR

Large creature, Neutral Evil

Armor Class 14 (Natural)

Hit Points 65 (10d12 + 5)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	18 (+4)	Same	Same	Same

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WERETIGER LYCANTHROPY

Weretigers are creatures that combine speed with their strength.

Ability Score Increase: Your Strength score and your Dexterity score increase by 1.

Weretiger's Bite: You can use your *Bite* attack. To attack, roll a d20 and add your Dexterity *or* Strength modifier. The damage is 1d10 + your *Power of the Pack* bonus. On an attack, the target must succeed on a Constitution Saving throw (DC = 10 + your *Power of the Pack* bonus). On a fail the target suffers *Weretiger Lycanthropy*. On a success the target cannot be affected again for the day.

Power of the Pack: When one of your targets fail the roll against your *Weretiger's Bite*, your *Power of the Pack* bonus increases by 1. It starts on 0. It maxes out when it is 10.

Darkvision: You have 60 feet Darkvision.

Prowl: Moving in a straight line for 15 feet in one round lets you make a lunge attack on an enemy using *Weretiger's Bite*. If the attack is successful the target must make a Dexterity Saving Throw or be knocked prone (DC 14) and considered grappled. If a target is grappled by Prowl you can choose to automatically attack him successfully but only once per round. You can't crit on this attack.

WERETIGER

Medium creature, Chaotic Evil

Armor Class 14 (Natural)
Hit Points 37 (10d6 + 7)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	12 (+1)	Same	Same	Same

WEREBOAR LYCANTHROPY

Wereboars are creatures that combine speed and toughness.

Ability Score Increase: Your Dexterity score and Constitution score increase by 1.

Wereboar's Tusks: You can use your *Bite* attack. To attack, roll a d20 and add your Dexterity *or* Strength modifier. The damage is 1d8 + your *Power of the Pack* bonus. On an attack, the target must succeed on a Constitution Saving throw (DC = 10 + your *Power of the Pack* bonus). On a fail the target suffers *Wereboar Lycanthropy*. On a success the target cannot be affected again for the day.

Power of the Pack: When one of your targets fail the roll against your *Wereboar's Tusks*, your *Power of the Pack* bonus increases by 1. It starts on 0. It maxes out when it is 10.

Darkvision: You have 60 feet Darkvision.

Charge: If the Wereboar moves at least 15 feet straight toward a target and then hits it with its tusks on the same turn, the target takes an extra 2d6 + STR slashing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Tenacity of a Boar: If the wereboar drops to 0 hp, it can roll 1 death saving throw. If it succeeds, it drops to 1 hp instead of 0. The Wereboar can use this once per long rest.

WEREBOAR

Medium creature, Neutral Evil

Armor Class 14 (Natural)
Hit Points 32 (10d6 + 2)
Speed 35ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	18 (+4)	Same	Same	Same

WERERAT LYCANTHROPY

Wererats are creatures that combine speed and nimbleness.

Ability Score Increase: Your Dexterity score increases by 2.

Wererat's Bite: You can use your *Bite* attack. To attack, roll a d20 and add your Dexterity *or* Strength modifier. The damage is 1d8 + your *Power of the Pack* bonus. On an attack, the target must succeed on a Constitution Saving throw (DC = 10 + your *Power of the Pack* bonus). On a fail the target suffers *Wererat Lycanthropy*. On a success the target cannot be affected again for the day.

Latching Attack: If your *Bite* attack is successful against a creature *Larger* than you, you can to latch onto them. This imposes a *Disadvantage* to any action the creature takes except from using their *action* to break the latching (Athletics Check DC = + your *Power of the Pack* bonus).

Darkvision: You have 60 feet Darkvision.

Power of the Pack: When one of your targets fail the roll against your *Wererat's Bite*, your *Power of the Pack* bonus increases by 1. It starts on 0. It maxes out when it is 10.

Rat's Nimbleness: When you take damage from a weapon attack you can use your *Reaction* to half the damage. You can also attempt to *Hide* after taking this *Reaction* if the terrain allows it.

WERERAT

Small creature, Chaotic Evil

Armor Class 16 (Natural)
Hit Points 28 (5d12 + 2)
Speed 35ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	19 (+4)	12 (+1)	Same	Same	Same

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BONUS NOTES & A PRICE TO PAY

BONUS NOTES

In my Campaign there's the **God of the Werekind**. They are a Devil of the Moon (*Lunar* from the *Tome of Beasts* supplement). There are five Princes of the Moon. One of each Werekind. When the Lycanthrope in your campaign maxes out their *Power of the Pack* bonus, they are summoned by *Lunar* in their dreams. There, in front of the **God of the Werekind** they have to pass a test. Beat the Prince of their kind. If they do so, they can choose one of the two things. Either become the Prince of their kind *or* make a deal with *Lunar*. The deal is that they can turn into any *Werekind* they want. They choose which one will be their *New Werekind* during a long rest. In return they have to infect 100 humanoids. If they do not work towards infecting the humanoids, then *Lunar* will give them a warning. If they ignore the warning, they will face *Lunar* alone, possibly dying.

A PRICE TO PAY

Turning into a Werekind has its own price. Every time you turn, you risk losing a *Memory*. Look at the following table for the Memory Loss your players might suffer.

MEMORY LOSS

Lycanthropy Duration Memory Loss Significance

1 round (+1)	Minor Memory Loss (random event)
1 encounter (+5)	Memory Loss of a name
1 hour (+20)	Memory Loss of an important name
1 day (+50)	Memory Loss of yourself

The numbers next to the Duration indicate how many *Lycanthropy Points* you gather. Once you reach 150 points, you **cannot** return to your former self. You are a *Werekind* until someone uses *Remove Curse* on you, with a DC of 10 + your *Power of the Pack* bonus.

FINAL WORD

Thank you for reading this homebrew guide to Lycanthropy. I have not included stats for the Princes. I might include them in a future homebrew. You can check more of my work by clicking [here](#) or by clicking on *any* Inanimis Logo on this pdf.

