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Medium Humanoid (man, shapechanger), the legal evil armor class 12Hit Glasses 33 (6d8 and 6)Speed 30 feet. STR DEX CON INT WIS CHA 10 (No0) 15 (No2) 12 (No1) 11 (No0) 10 (No0) 8 (-1) Perception Skills No2, Stealth No4Damage Immunities bludgeoning, piercings, and shorthands from non-magical attacks not made with silver arms, 60 feet (rat-only form), passive perception of 12Languages Common (can't speak in rat form) Challenge 2 (450 XP) Shapechanger: Wererat can use its action to polymorph in a rat-humanoid hybrid or into a giant rat, or back to its true form. His stats, apart from its size, are the same in every form. Any equipment it wears or wears is not converted. He returns to his true form if he dies. Keen Smell: Wererat has an advantage on Wisdom (Perception) checks that rely on smell. Multiattack (Humanoid or hybrid form only): wererat makes two attacks, only one of which can be a bite. Bite (Rat or Hybrid Form Only): Melee Weapon Attack: No. 4 Strike, Reach 5 Feet, One Target. Hit: 4 (1d4 and 2) piercing damage. If the goal of a humanoid, it should succeed on the D.C. 11 Constitution of saving the cast or being cursed were lycanthropy. Short word (Humanoid or hybrid form only): Melee Weapon Attack: No. 4 to hit, reach 5 feet, one target. Hit: 5 (1d6 and 2) piercing damage. Manual crossbow (humanoid or hybrid form only): Range weapon attack: No.4 to strike, range 30/120 feet, one target. Hit: 5 (1d6 and 2) piercing damage. This hunched creature looks like a man in studded skin, but the fur covers his body. His face is rat-free, and he has a long, bare tail. Edited by Share Darkvision (only rat form), low light vision Wererats (alternatively known as rats) were lycanthropes common in urban areas. Verrats can turn into giant rats. The physical description (edited source of editing) A wererat in a humanoid form is usually a thin, cunning person shorter than the average height. His eyes were constantly rushing around, and his nose and mouth might have twitched if he or she was excited. Males often have thin, tattered moustaches. The shape of the animal was that of a heavy rat 2 feet long from nose to rump. In hybrid form, the wererat was shorter than in its human form and its head, torso and tail were in the rat while his limbs were a little more humanoid in appearance. (quote necessary) Culture (edit source editing) A wererat never lived alone if they could help him, although they tend not to form a strong interpersonal relationship for the package mentality - love and marriage were almost alien concepts to them. They are delighted to contrast their superior cunning with superficial inhabitants, seeing cities that tend to be above their as hunting grounds where they can steal food and wealth by killing its inhabitants in an almost parasitic way. (quote needed) Wererats would steal anything they chose to have any value, resulting in the accumulation of piles of garbage that could, however, contain valuable valuable Necessary when in human form, the stench of sewerage remained, leading to wererats on the surface relegated to the sowing part of the city - it suited lycanthropes, though as these areas often contained immersion that served strong alcohol that they favored and made it easier to attack drunks. Ecology (edited by source editing) Ratmen were cannibals, eating uninfected people and sub insisting that they could collect or steal. Wererats have been observed to rarely mate with other wererats, instead of mating with uninfected people. The offspring of the male were male and the female man was human, but the child would have inherited many of the physical characteristics of his father in its human form. The female's baby was a male and the male were giant rats with paws resembling human hands known as rats. These rats grew to maturity at the age of two years and were able to transform themselves into human children who appear to be about three times their real age. In their relative weaknesses, Wererats acknowledged their relative weakness and gathered in numbers in sewer systems under surface cities. Not only did those who live on the surface keep their lairs for them, but they unknowingly defended the lairs with their fortifications, allowing the wererats to often leave their defenses lacking. Wererats' source ability to edit was weaker than normal people, but they were smarter. Only silver or magic weapons can harm them, and they have been adept at unexpected attacks. Verrats shared the animal instinct of all lycanthropes and were noticeably more agile than humans, as well as a little more resilient. Any damage caused by weapons not made of silver or coated with alchemical silver will be reduced. Wererats were often carriers of mud fever because of the environments in which they lived. And a dozen Eggs Halls High King Card Game Dragonfire Comics Under the City of Dead Video Games Novels Further reading edit the source of Links edit source 1.0 1.1 1.2 Skip Williams, Jonathan tweet, Monte Cook (July 2003). Monster guide v.3.5. (Wizards of the Coast), page 171-173. ISBN 0-7869-2893-X. No. 2.0 2.1 2.2 2.3 Mike Merles, Jeremy Crawford, Christopher Perkins (2014-09-30). Monster Guide 5th edition. Edited by Scott Fitzgerald Gray. (Wizards of the Coast), page 209. ISBN 978-0786965614. Error cite: Disabled tag The name MM5e-p209 is defined several times with different content - Mike Myrtles, Steven Schubert, James Wyatt (June 2008). Monster Guide 4th Edition. (Wizards of the Coast), page 180. ISBN 978-0-7869-4852-9. Doug Stewart (June 1993). Monstrous leadership. (TSR, Inc.), page 237. ISBN 1-5607-6619-0. Gary Gigax (December 1977). Monster Guide, 1st edition. (TSR, Inc.), page 63. ISBN 0-9356-9600-8. 6.0 6.1 6.2 &lt;/ref>:Doug Stewart (June 1993). Monstrous leadership. (TSR, Inc.), page 237. ISBN 1-5607-6619-0. Skip Williams, Jonathan Tweet and Monte Cook (October 2000). Monster Guide 3rd edition. (Wizards of the Coast), page 172. ISBN 0-7869-1552-1. Community Content edit source editing connections are available according to CC-BY-SA unless otherwise stated. Fending off wolves by ncorva, CC Attribution-Noncommercial-No Derivatives Works 3.0 LicenseS their intelligent hunting prowess, wild bloodthirsty, and eerie ability to fit into common residents, Lycanthropes (werebeasts) easily add a touch of terror to low-level campaigns. While most lycanthrope trails have been explored in film and writing, we hope to shed new light on the beloved beast and forge new opportunities for Dungeon Masters to realize this creature in their campaigns. Lycanthrope AppearancesKanonik, werebeasts take several forms: werewolf, werewolf, werebos, were fans, were not, and loves. There is also a plethora of homegrown werebeasts such as werebats, Dungeon Masters can throw in their campaigns. Like the ominous perversion of nature, the lycanthrope has three transformations: humanoid, hybrid and animal. Werebeasts are usually medium sized creatures in the first two forms and are significantly larger and unnatural beasts in their animal form. While hereditary arebeast can transform to their liking, over time, experienced infected people can also control their transformation. However, in the light of the full moon, the blood becomes too strong, forcing the transformation. According to the Anthology Anthology anthology, a user's link collected by Reddit user Merchant100, the duration of the infection affects the appearance of humanoids: The longer a person lives with the curse, however, the more they begin to assume aspects of their transformation even in their humanoid form. If ancestors grew large, muscular and hairy in their humanoid forms, Verrats would appear small and nervous with faded hair, and the werewolf would become smooth muscular with sharp teeth. (p. 262). As a hybrid, lycanthropes stand on two legs, have weapons and are capable of speech. They also possess a natural weapon (claws, teeth or tusks) that will curse a target that does not die from an attack. As animals, they are larger than usual, and obviously not natural, but hinting at something more humanoid. Werewolf on wert23, CC LicenseFrom the Monster Manual, pg. 206: In this animal form, the taste resembles a powerful version of a normal animal. On closer inspection, his eyes show a faint spark of unnatural intelligence and can glow red in the dark. Behavior According to the Guide to Monsters, was the one who accepts their curse takes evil alignment, managing to raging blood inside, and embracing their experience in opportunisticly hunting for the weak. A werebeast may try to resist his curse, keep their good alignment, but most of those who live reclusive and often uncomfortable around normal normal and prey TyphonArt, CC License She lives her life as she always has, burying deeply animal urges raging inside it. However, when the full moon rises, the curse becomes too strong to resist, turning a person into his beast shape or into a horrible hybrid form that combines animals and humanoid traits. When the moon weakens, the beast inside can be controlled again. Especially if the cursed creature is unaware of its condition, it may not be mindful of the events of its transformation, although these memories often haunt bloody dreams (Monster Manual, page 206). However, they tend to gather with others who are cursed just as their namesake animals can gather in nature: werewolves and werewolves in wild flocks, arerats in cities, were carriers and weretigers in the wild alone or with their small family. They also tend to take the hunting tactics of their namesakes when converted: pack tactics, discrete pursuits, wear down their prey, and so on. It is also normal to see werebeasts of intelligently leading flocks of animals while in their animal form: werewolves become alpha wolf, wereboars lead a flock of wild boars, wererats to strata to strata packs. These groups want to grow their numbers by infecting weak humanoids so as not to have conflicting alphas. However, solitary werebeasts may tend to err on the side of caution: More solitary versions, such as Werebear and Weretiger, are much less likely to establish relationships with other animals, and are much more careful about passing on their curse. Weretigers are particularly lonely and reluctant to initiate new Weretigers. There were carriers, usually good creatures, and pass them to lycanthropy to other proteges who also want to act as wardens for the forest, but there are exceptions (Monster Ecology, pg. 263). Lycanthrope Traits and Mechanics (5e) Usually assuming that a call rating of 3 or 4, have been easy to defeat when magical weapons are involved. Similarly, the cursed bite could be cured by the spell to remove the Curse. Natural born beatetes who inherit their curse from an infected parent can only lift their curse with Wish.Werebeasts have damaged immunity: batons, piercings, cutting, and damage from non-magical weapons that are not silvery. Also, in their animal form, most arebeasts can communicate with animals of their type. From the Monster Guide (pg. 207) we learn the following about the mechanics of werebeasts: Players, become lycanthropes, keep their stats unless otherwise stated by the werebeast type. While in hybrid or animal form, the characters gain speed, damage to immunities, traits, knowledge of natural weapons, and some action. But the characters in animal form can't speak. Skaven Rat Ogre on petrovi4, CC LicenseWhen struck with curse attack deal, character must succeed Constitution Preservation DC 8 - werebeast skill bonus - were the constitutional modifier in order to avoid the curse. Players who embrace the curse change their alignment that of the werebeast. WerebearsWhich most of them are beast, Werebears can temper themselves and give up their hysterical blood. Fearing their ability to harm the innocent when they are transformed, they always tend to live alone. However, as forest wardens, Werebears will take on the disciples, spending time with the recently cursed pupil to teach them how to control themselves by accepting the curse. There were people who were usually good, but some of them can be just as evil as others were. According to the Forgotten Kingdoms of Fandom, in bearish form, the carriers were irritably irritable and intently searching for evil to kill. They never attack other ancestors, and they often allow other people to access their fishing grounds, creating a sense of community. Beards will protect each other from other lycanthropes. They were hard to leave home and were hard to convince to migrate. They are not looking for adventure and are unlikely to join adventure parties. Wearbear Concept Art by Luigix, CC LicenseHumanoid Form: Large and muscular, they are covered with hair that corresponds to their bear fur. Hybrid form: Also known as Ursine, these hybrids grow to huge sizes and use either weapons or claws. They fight fiercely, but avoid bites so as not to spread the curse. Animal shape: See the bear stats. Also, see all the animal stats from our Beast Stats sheet, free download. Characters of players who become proper, keep their stats, but receive a Force 19 (if already higher), a bonus of 1 euro to the air conditioner while in the form of a boar or hybrid (natural armor), and attacks and damage rolls for their natural weapons are based on strength. WereboarsIll-hot and raw, wereboars enjoy spreading the curse haphazardly, enjoying the wildness that comes from the resistance curse. They throw their weight offensively in close quarters of battle and fiercely charge with tusks. When they are mortally wounded, they tend to fight even harder. Wereboars live wildly in small family groups in the woods and sometimes combine themselves with orcs. In terms of clothing, according to Forgotten Realms Fandom, wereboars wear simple clothes that are easy to either tear off when converted or mend when tearing. Although they rarely make friends, they form unbreakable ties with their allies, though they can attack each other anyway. Wereboars was born into a mature curse at the age of 8 years when they are able to convert and avoid interacting with natural pigs. The wereboar dwarf by francisrnavarro, CC LicenseOmnivorous, were boars eating mushrooms, small games, and vegetables, albeit fearsome farmers and cooks. They're smart at digging truffles underground. Humanoid shape: Chunky and muscular with short, stiff hair, humanoids have been used heavy weapons. in character, they provoke conflicts and seek fights. Hybrid form: Wereboars mountains with tusks that spreads infection. Wereboars can charge DC 8 8 Bonus - Strength Modifier and can use heavy weapons. Animal shape: Wereboars mountains with tusks that spreads infection. Wereboars can charge with THE DC 8 - a bonus for skill - Strength Modifier and can use heavy weapons. The characters of the players who become, have been the Boars keep their stats, but get the strength of 17 (if already above), the No.1 bonus to ac while in boar or hybrid form (natural armor), as well as assault and damage rolls for their natural weapons based on strength. Werewolves are usually fleeing civilization after infection for fear of harming their loved ones in their bloodthirsty or their discovery, resulting in punishment for their wild deeds. According to Forgotten Realms Wiki, werewolves can regenerate most wounds. Goddess Selena has the following non-evil werewolves, as morale flocks tend to follow that alpha. Red moon werewolf plamen5rov, CC LicenseHumanoid Form: Werewolves have heightened feelings, raging

temper and appetite for rare meat. Hybrid shape: Werewolves appear as a muscular and fur-humanoid body with the wolf's head on top. They own weapons, but prefer claws and teeth. Animal shape: In animal form werewolves form flocks with wolves and scary wolves. Players who become werewolves keep their stats but receive a Force 15 (if already higher), a No.1 bonus to air conditioning, while in wolf or hybrid form (natural armor), as well as attacks and damage rolls for their natural weapons are based on Strength.WereratsCunning and Silence, wererats display greed and use stealing. They are found in catacombs of cellars throughout the city, usually in clans and use ambush tactics. According to the Forgotten Kingdom of Fandom, they were cannibals. They also eat uninfected people and survive on their theft trophies. They also love strong alcohol, which makes it easy to get drunk. Wererats do not form an intimate relationship beyond the package-mentality. Even though they're weaker than humans, they're smarter. Because of the curse of lycanthropy, only silver, alchemically silvery, and magical weapons can cause them effective harm (no silver or non-magical damage decreases). Skaven Master by edgarsh422, CC LicenseWererat lairs are often naturally fortified, so the packages leave them defenseless. These Lycanthropes are also often carriers of Filth Fever.Humanoid Form: Wererat humanoids are cunning and jittery with eye-catching and thinning hair. They will use light weapons and cunning. Hybrid form: Can use light weapons or teeth, although bites will infect creatures. Wererats tend to only curse those they want to join the clan. Defectors or unwanted arerats are hunted and killed. Animal shape: Wererats are unlikely to use their animal shapes in combat, reserving this condition for stealth, escape, and penetration, but they will bite when in binding (which will curse). Rats and giant rats often meet with clans. Characters of players who become wererats keep their stats, but get Dexterity 15 (if (if above), and the attacks and damage rolls for their natural weapons are based on power and Dexterity.WeretigersFrightful warriors and effective hunters, weretigers contemptuously and meticulously. Weretigers live and hunt in isolation, sometimes in small family units, and travel to fringe societies for trade and entertainment. Most of the villains worshipped Malara, the god of hunting. Weretiger From Gautes, CC LicenseHumanoid Form: In this form, weretigers are nimble, muscular, well-groomed, and slightly higher than average. Weretigers prefer to fight in a humanoid form, so as not to spread the curse and not to create territorial competition. In battle, the southerners are fond of ambush. Hybrid form: In this form, the weretigers are huge, but tend to avoid spreading curses. Animal Shape: In this form, the weretigers are huge, but tend to avoid spreading curses. Characters of players who become weretigers keep their stats, but get the strength of 17 (if already above) and attack and damage rolls for their natural weapons are based on strength. For the Pounce feature, DC is an 18- bonus for character skill and strength modifier. Other notable were: Bird Maiden, Litari, Seawolf, Swanmay, Wereape, Weredbadger, Werebat, Werebison, Werecoat, Werecougar, Werecocodile, Weredog, Weredolphin, Werefox, Werehyena, Werejaguar, WERELEOPARD, Werelion, Wereowl, Werepanther, WEREPEGASUS, Wereraven, Wereserpent, Wereshark, WEREWYVERNRelated Creatures: Aranea, Coyotwere, Hengeyokai, Jackalwere, Selkie, Shifter, WolfwereWerebe Plotasts We hope to inspire our readers to Dungeon Master with additional plots. The city is blocked. Werebeast gets stuck in the city during the full moon cycle. The mercenaries were in formation. The Vererates steal people's belongings in the city and hide them in treasuries in the sewers. The Jackal is mistaken for a werewolf. People in the city believe they have been killed because of spells of sleep and herbal psychoactives. Make something other than a full moon stir were frying in a frenzy like weather conditions, or chocolate, or the smell of blood. Hunting flocks werebeasts was pushed near the city to hunt even more and more terrible threats. The war between the lycan factions affects the city. The party must become Lycans to become immune to Polymorph from a powerful enemy master (Lycans have werewolf-immunity). The party must recruit an amionos who lives alone for his tracking skills or forest knowledge. Having stumbled upon a modest disguised man in the street, a party member finds in his pocket a letter asking for help in eradicating the ghosts of the city: the mayor and his inner circle. The large region is facing famine, and have been hunted by all the livestock of the city Nativas have a ritual in which they celebrate the full moon by turning the elder into amyl. Priests of the temple New disciples and turn them into wereratsA scientist trying to discover the secret of lycanthropy to find a cure as he himself is cursed. He curses other creatures and then experiments on them to find a cure for himself. An environmental factor, such as poisoned water sources, decomposing forests or contaminated sewage pipes, pushes such sources out of hiding. An army of soldiers captured the city and declared martial law. What they want: equality. Wereboars are a secret weapon in the War of the Orcs. Politicians are brutally murdered. The mercenaries are to blame. The livestock in the city is going to the top of the hill and refuses to go down. They were led werefast, who feel the impending flooding or volcanic eruption. A traveling gypsy (natural lycanthrope) camp arrives in the city for the festival a week before the full moon. Nearby warring orcs prevent them from moving on when the full moon comes. The Rat Plague threatens the city. Criminals: they were going to assemble an army. The forest burns, causing the bear to find shelter. He asks for help in rebuilding his forest. Territorial battles between the imaginary affect the city. The questions that should be addressed in your campaign Before the introduction of Lycanthropes for your players, consider the following questions that will help integrate the beasts into your campaign smoothly: What signs can you add that there have been beasts? Do they spill? How do they kill? What are the physical characteristics of the NSPCC? Is transformation a painful process? Is this a rapid transformation? How well are lycantropes known to the population? Are there rewards for forfeitures in cities? What happens when an outstanding or unknown figure is revealed as a lycan? What will be the result of your player's curse? Will they know at once? How are different species of animals treated? Additional Resources: Monster Ecology Anthology Document from DnD DnD dnd 5e wererat lycanthropy. dnd 5e wererat player. dnd 5e wererat curse

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