

WEREBOAR

Wereboars are included in the base game rules. This version makes several changes.

Damage Resistance. The damage immunity of the standard lycanthrope has been replaced with damage resistance. Magic weapons no longer deal full damage to a lycanthrope, but silver-based sources still do.

Shapechanger. There is a slight delay after death before the lycanthrope reverts to its humanoid form, so PCs won't know instantly that it has been killed.

Regeneration. The lycanthrope now regenerates 1 hit point each turn, unless it has been damaged by silver since the start of its previous turn.

It regenerates faster when there is a full moon in the sky.

WEREBOAR

Medium humanoid (shapechanger), neutral evil

Armor Class 10 in humanoid form, 11 (natural armor) in bear and hybrid form

Hit Points 78 (12d8 + 24)

Speed 30 ft. (40 ft. in boar form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	10 (+0)	11 (+0)	8 (-1)

Skills Perception +2

Damage Resistances bludgeoning, piercing, and slashing from non-silver sources

Senses passive Perception 12

Languages Common (can't speak in boar form)

Challenge 4 (1,100 XP)

Shapechanger. 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, are the same in each form. Any equipment it is wearing or carrying isn't transformed. If it dies, the wereboar reverts to its humanoid form after 1 minute.

Charge (Boar or Hybrid Form Only). 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 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

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.

Regeneration. The wereboar regains 1 hit point at the start of its turn.

When a moon is full and risen, the wereboar instead regains 3 hit points at the start of its turn.

If the wereboar takes damage from silver, this trait doesn't function at the start of its next turn. The wereboar dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

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

Maul (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 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 12 Constitution saving throw or be cursed with wereboar lycanthropy.

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